

The Games machine

■ GAMING WITHOUT FRONTIERS ■

EXCLUSIVE

DAVID WOLF SPECIAL AGENT

Roll over James
Bond, here comes
Agent Wolf

Classic
laserdisk
action
from
Readysoft

See what
Rainbow Arts
have in store
for you on
page 50

SPACE ACE

First reviews
of Atari Lynx games inside

EXCLUSIVE

TIME LEFT: 58



EXCLUSIVE

COMPACT TAPERS

EXPLORE
the world
of CD-based
games



ANHAK DRAKKHEN ACHNAHIR HURTHD!



Scenariista: Rigo 12

ATARI ST
AMIGA 500/1000/2000
PC & COMPATIBLES

INFOGRAVIES INC.
MITRE HOUSE, ABBEY ROAD,
ENFIELD MIDDLESEX, EN 28Q
Tel. 01-3640123

DRAKKHEN



You leave at night. The stars guide your steps.

Magic is going to die.

Peace and bodies are transforming.

The island spreads its end immediately.

Soon, the old world will disappear.

You must prevent the prophecy

before it is fulfilled.

Magic, it is the life of our world.

The Emperor has told you :

If you fail, don't come back !"

INFOGRAVES



The Games machine

REGULARS

NEWS AND PREVIEWS...8

Five pages of the latest gossip, games and gear. Don't be left out in the cold - make sure you're kept up to date.

PLAYING TIPS66

Helen Must just see what's new in 'Noodles' Candy comes up with five pages of staggering tips to start off the new year.

TURNING JAPANESE...72

Our man in Japan takes a look at the incredible happenings on the console scene over the past 12 months and offers some thoughts on what the next 12 might bring.

LETTERS PAGES78

Read all about it! Your letters, queries, views, hints and tips aired. Got something to say? Shout about it here.

SPECIALS

COME THE REVOLUTION.....16

Join IBM on a journey into the future and have a look at where CD-ROM technology has reached. From Code Masters to Paganini Compact Solutions; from the PC Single CD-ROM to Player CD-i.

DIGITAL DAYDREAMS.....61

See how top computer animators at Digital Pictures get their pictures from the drawing board to the TV using the latest in computer graphics hardware.



GREMLIN IN THE WORKS.....88

Mark Caswell visits Sheffield-based Gremlin Graphics and discovers some old favourites are set to make a come back on both 8- and 16-bit machines.

SPEND A PENNY90

Caswell loses his pennies in bids to find the coin-ops that are hot and those that are not. Callers 90 and Special Console investigations are two of the month's treats.

DUNN TO DEATH.....92

Dunn's man of music, Jonathan Dunn, gives an insight into what it takes to become a top computer musician and the traps and pitfalls to avoid.

ADVENTURES

OVER THE HORIZON...78

First, through George Lucas' Skywalker Ranch with Marshall Neumann and discover why Lucas is set to cause a commotion with graphic adventure players everywhere.

FIVE GO ADVENTURING.....82

It's a power-packed adventure column this month with reviews of the Hound of Shadow, Knights of Legend, Secret of the Sirens and many more. There's also news of forthcoming releases from both sides of the Atlantic.

COMPETITIONS

SONY AND CDs24

Win, win, win! Your chance to get your hands on a Sony portable CD player (gorrill, Candy - £4) and the latest Code Masters games (competition on CD).

DELUXE NINTENDO SET86

Send us your name and address and you could win a Deluxe Nintendo set comprising console, light gun, Hobbies the Robot and a handful of the latest and greatest games.



SPACE ACE....38

Prepare your senses for overload as you battle to save Earth against the evil Commander Boff in Don Bluth's classic laser disc adventure. Sights and sounds like you've never seen or heard before.



GAMES INDEX 16-BIT

AMIGA

Chase 'n' Wanda	48
Crashman	48
Ghosts 'n' Ghouls	52
Hard Drive	52
Helicopter	52
It Came From the Desert	32
Kick Off Extra Time	52
Never Mind	47
Spy 'n' Spy	52
Space Game	52
Space Puffy Dogs	52
Tajiri	52

ATARI ST

Assault	54
Death Valley	54
Chase HQ	54
Moonwalker	54
Never Mind	47
Tails Tennis	54
The Cycles	54
Turbo Outrun	54

PC

A-10 Tank Killer	26
Barbarian II	52
Bar Games	52
Ballroom	52
David Wolf	
- Special Agent	52
Hard Ball II	52
Never Mind	47
Space Ace	52
Thunder Chopper	52

8-BIT

AMSTRAD CPC

Hard Drive	52
Space Robots	52
Operation Thunderbolt	52

COMMODORE 64

Chase HQ	52
Ghosts 'n' Ghouls	52
Pictionary	52

SPECTRUM

Moonwalker	52
Turbo Outrun	52

CONSOLES

ATARI LYNX

Blue Thunder	26
Games of Zaxxon	52
Electric Cop	43

PC ENGINE

NeoSports	52
-----------	----

SEGA

Casino Games	52
Warrior	52

OTHERS

ARCHIMEDES

Alan Boring	52
Archie Shooter	52
B-Type	44

THALAMUS



A DEAD MAN'S
KILLING JOKE...



By Rob Stevens



The Snare, a twenty-level deadly maze built in a temporal cavity by fellowtime Andy Thalman who ten years ago entered his creation with his most valued possession — and died.

The hunt for the mystery treasure has turned into the hottest and game show on earth as contestants enter Snaretime this day, trying to crack the maze's secrets. Will you succeed?

Snare: Mindbait, frustrating and deadly — only for the quick-witted!

CBM 64/128

Cass:£9.99

Disk:£12.99

MAKING
A FAST BUCK
CAN BE HELL...

RETROGRADE

By Apex Software



The Retrograde: a vicious and lethal bounty-hunter out to loot a hostile system's treasure of diamond crystals even if he has to blow the place apart.
Level upon level of horizontal and vertical scrolling mayhem, over and under ground.
Be Retrograde, the walking, flying death-dealer!

CBM 64/128 Cass:£9.99 Disk:£12.99

Published by T. Adam House, Colindale Park, Watlington, Bucks MK37 0SP Tel: 0294 6107

THALAMUS



1) POWER BOAT

Apocalypse

Release: January
Formats: Initially PC,
followed by Amiga.

Power Boat was originally designed under the title Heat Wave. The game puts you at the helm of a 600 HP superboat capable of speeds exceeding 200mph. If it's boat races, prove to us much you can always take to a helicopter for an overhead view. Miami Vice was never this good.



2) ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

Domark/Tengen

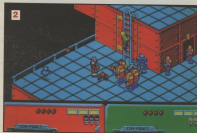
Release: January
Formats: IBM PC,
Amiga, Atari ST, C64,
Spectrum, Amstrad.

Escape heralds a new era of Domark/Tengen conversions in

that the room-of of the same name but yet to be seen in the annals. The only other company to have such an arrangement with their convoked counterpart is US (and) with Capcom.

Domark's latest conversion takes the realm of science-fiction to a comic book environment. Control Jack and Duke as they land on the surface of Planet X in an attempt to rescue a team of humans who have been captured by its inhabitants and forced into producing an evil robot army.

Their main objective is to seek out and rescue the beautiful Professor Sarah Dallas, although killing her other



hostages along the way would be to have too. Back up on foot and pick up any bombs and other special weapons as the bots aren't too friendly. Each level is packed with puzzles, ensuring a slow and steady tempo.

3) B.A.T.

Ubi Soft

Release: January
Formats: Atari ST,

Ubi Soft are one of the top French software companies exporting software to the UK. Their previous successes include Baseball and Twisted. B.A.T. is the latest in a long line of roleplaying adventures to come out of France. It is named after the galaxy's main law-enforcement agency in the 22nd century. An interstellar



incident has occurred on the planet Terrapole, the only planet that produces the essential energy material Khorgol.

The evil genius, Mungo, and his slimy henchman, Mingo, have taken control of the planet and threaten to blow it up unless they are given to properly rights — and thus take control over Khorgol production. As an agent for U.A.T., you must seek out the evil duo and foil their constantly plans. But take care, there's a mole in the U.A.T. organization who's leading plans of your every move to Mungo. Eliminate him first and the rest will be a lot easier...

4) VENDETTA

System J

Release: January
Formats: Initially on Spectrum and C64, 16-bit versions to follow later.

Pretty girl gets kidnapped by evil man. Boyfriend is out for revenge. Drives to hideout in F40 (Road Blasters stage) and exploits area in search of girl (Last Ninja II stage). Boyfriend, after solving various puzzles and killing numerous kidnappers, frees girl and all live happily ever after...



5) EMLYN HUGHES ARCADE QUIZ

Autogenic

Release: January
Formats: IBM PC, Amiga, Atari ST, C64, Spectrum, Amstrad, MSX, BBC.

Based on the old pub game format of trivia questions, Arcade Quiz is Autogenic's second game in comparison with Emily Hughes. The first, Emily Hughes International Soccer, stayed in the Gallup charts for 48 weeks, only beaten by PogoCops and is currently being programmed for the Amiga and Atari ST. Emily Hughes Arcade Quiz contains over 2500 questions in six categories, trivia, chess and master games, and music and sound effects by David Whitaker.

6+7) UNREAL

Ubi Soft

Release: January
Formats: Initially Atari ST.

Strange life, strange storyline. The Geopon has sent out his servant Frago to create a new environment on the planet Unreal. After creating the planet, Frago's ship is struck by its comet. Important, uncontrolled substances escape from the ship onto the planet and create an environmental catastrophe. Two immortal beings who were



originally planned to balance good and evil on the planet are now fighting it out between themselves for total domination. Both have power over the elements and nothing can stop them.

However, a small valley on the planet escaped unnoticed by the powerful duo, and here landed a life-producing egg. The egg formed a peaceful world where its inhabitants could co-exist in harmony.

A friendly dragon came to visit two of its inhabitants, Isotta and Targan, regularly. Until one day the dragon failed to visit. Isotta Isotta went looking for him, the evil master of Unreal captured her and vowed to marry her, Isotta promised to try the best if he spared the peaceful community in the valley.

On hearing the bad news, Targan accompanied the (now disappeared) dragon on visit to an old friendly magician who advised them that to get Isotta back they must destroy the four elements, and thus the evil protector's identity. The equip-

ment you'll need is a sword and some particles of the comet that originally caused the whole mess. Jump into Targan's shoes and onto the dragon's back then fly off to fight with your fire. Whom knows what will be in store for you? (Who cares, it was a good build up, though)

8) PLAYER MANAGER

Amoco

Release: January
Formats: Amiga, ST.

Cross the most popular game of 1989, Kick Off, with the most popular football strategy game ever, Football Manager, and you've got the eagerly-awaited follow-up to Dino Dini's Kick Off Player Manager.

As newly-appointed player-manager of a struggling third division side, you must take the no frills to the top of the league in as little time as possi-



IF GHOSTS 'N' Goblins SCARED YOU OUT OF YOUR MIND...
...THIS'LL SCARE YOU OUT OF YOUR SKIN!

GHOULS 'N' Goblins

After several The
fantasy knight is back
in this winning sequel
to Ghosts 'n' Goblins
loved among the top
10 games of 1989.

Three years have passed
since the evil ones came
to do their dirty work. Now
they're back and they've
captured Princess Edea.
But our valiant knight
Arthur is charging
to the rescue
against a
formidable array
of grotesque
creatures and hairy
beasts.

Atari ST, Amiga
Spectrum Cassette
Amstrad Cassette
and Disk
IBM 84/128 Cassette
and Disk



Never share from Atari ST games

©1992 U.S. Gold Inc. All rights reserved.

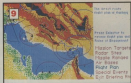
U.S. GOLD LTD., BRITS CO BUILDING WY, BOLTON, LANCASHIRE B4 7AL TEL: 051 423 1286



tie. Success depends on you blending the right players together and forming a team spirit that cannot be matched. Over 1000 players participate in the four division leagues. Each player has their own attributes of pace, stamina, aggression, mental and physical ability, resilience, and temperament. Each player also has a skill rating, judged on shooting, passing, tackling and keeping. Along with height, weight and age you certainly have a wide range of statistics to sizzle with.

For most patients and physicians, it is essential to have a

option to sketch out and try moves beforehand. Four well-proven tactics are provided although you may wish to customise your own. A modified version of Kick Off displays the action, where you can either watch the match as a whole or concentrate on one player specifically (ideal for transfer-hungry players). The money aspect of the club is left to the Board's directors, all you have to do is concentrate on the play and get together a winning team.



9) MIDWINTER

Release: January
Formats: IBM PC,
Amiga, Atari ST

Mike Singleton (programme of early Spectrum classics like *Lords of Midnight* and *Downland's Revenge*) has been conspicuous by his absence over the past few years. After a long time running complex play-by-mail games with his company Microbot Games, Mike is now ready to reveal his latest projects for MicroProse.

Apparently, Midwinter was banished from Microsoft's new environmentally clean job. They researched into what the world would be like in 50 years, the result was the "exciting" prospect of an ice age. Midwinter is constructed around such an environment, with totally self-sufficient communities. Of course, even in this "clean state" environment, mid-winter

THE SNOW'S FALLING, BELLS ARE
JINGLING, IT'S ROCKETING
DOWN TO ZERO... THAT MEANS
ONLY ONE THING -
IT'S TIME FOR...

Beach Volley



BEACH VOLLEY

"THE GRAPHICS ARE OF A
VERY HIGH STANDARD...
GOING WITH STYLE
AND HUMOR...
THE EMPHASIS HERE IS
ON FUN AND THERE'S
CERTAINLY MORE THAN
ENOUGH OF THAT IN
THIS."

THE ORN

"BRILLIANT!"

"ALL THE FUN OF
THE IDEAL THING BUT
WITHOUT THE RISK OF
SUNBURN AND SAND
IN YOUR SHORTS!...
HIGHLY
RECOMMENDED."

22AP

It's time for Beach Volley -
let's take on the world!

After three events, the golden beach position is
yours! Championship all-rounders in the latest great
video's swimming (the beach).

Remains active with variable service and play
controls to make the defenseers a lightning
strike! (Don't forget to hit back your service jump
before its pulled away with a smile.)

This is Beach Volley -
You may even catch a ball!

ocean

Ocean Software Limited - 18 Central Street - Manchester - M2 9BB
Telephone: 061 4324600 - Telex: 660607 OC (A) 605 - Fax: 061 2350240

SPECTRUM AMSTRAD
8.99 9.99
SPECTRUM COMMODORE
CASSETTE



son exist. As Captain Stark, leader of the Free Villages Peace Force, you must lead a mission across the icy wastelands to overthrow General Madenstein and his forces. Madenstein promises to let "carnal" in concept, "revolutionary in design", "innovative in marketing" and "the strategy/action game of the decade." So it's probably not a bad title game...

10) WOLF-PACK

PSS/Microprose
Release: January
Formats: Initially IBM PC, followed later by Amiga and Atari ST.

PSS's follow up to Conflict Europe, the 16-bit version of Theatre Europe, Wolfpack concentrates on wartime naval activity and particularly the events of autumn 1942. Conflict Europe showed that the PSS team have got hold of the bit

and are using their capabilities. Wolfpack is the next step in their progressive use. The game contains digitized locations of actual ships, enhancing the realism to new levels. Combining both the strategy and action elements of the fourth Atlantic World War II conflict, Wolfpack also contains a number of innovations which have never been considered possible — until now.

11) TANK
Spectrum Holobyte
Release: January
Formats: Initially IBM PC, followed later by Amiga and Atari ST.

There have been many tank sims based on the 3D Abrams battle tank. Tank, from the makers of Patcon, takes like the most exciting yet — graphically and strategically. For ease of use Tank features two modes of play, the normal strategy-based game and an easy-to-use arcade challenge. As with previous

out, Spectrum Holobyte games, Tank also contains an involving two player head-to-head option.

12) STAR-LORD

MicroProse
Release: early 1990
Formats: IBM PC, Amiga, Atari ST, C64, Spectrum, Amstrad.

StarLord is based on the popular play-by-mail game designed and operated by Mike Singleton in the early Eighties. Up to ten players must battle between themselves to take total control of the Throne Star and gain the accolade of the rest of the galaxy. Players battle between themselves, although the task is definitely an struggle.

13) ORIENTAL GAMES

Firebird
Release: January
Formats: IBM PC, Amiga, Atari ST, C64, Spectrum, Amstrad.

Oriental Games was originally planned for release in the summer, but has subsequently been delayed till early 1990. Programmed by Source (who recently did New Zealand Story), Oriental Games is a simply another in the continuing line of beat-'em-ups. Take part in four tournaments, with four fighting styles (Kung Fu, Hollywood Hues, Kuno and Karate), to reach the heights of a Grand Master.



Fun. School II has now sold over 80,000 units, which probably makes it the ultimate top-selling educational software package. It's currently available on every format imaginable and is soon to be released on the Archimedes (279.95). Said Chris Payne (pictured with other classmates) of Delabac: "We know it was good, but just how good has taken our composite breath away. Now they are even going mad for it in France and Germany, as well as the UK,

as we've just launched the French and German language versions.



Archimedes school

The Super Graphx is here

After TGM exclusively revealed all the details on NEC's follow-up to the PC Engine in the December issue, the first UK instalment of the original PC Engine, Micromedia, announced that they would also be picking up the Super Graphx and distributing it in the UK. They expect first shipments into the UK in late December, and hope to have it available to the public in limited quantities by late January. Although the Super Graphx is not the next generation in consoles (it's here to test for the Nintendo Super Famicom in late 1990 for that, it is without a doubt the most

advanced console available in the world today. Commented a Micromedia spokesman in the new "GODD" "The Super Graphx is not yet as versatile as the PC Engine in terms of peripheral support but is graphically superior and can run normal ROM-cards. NEC are only manufacturing a limited amount of the machines but Micromedia will give the same support to them as we will to the PC Engine.

Micromedia also have details of a PC Engine holding which they are sponsoring. The information line deals direct with users of the Engine and is

manned from a 600mm to a 1000mm everyday. Users can find out tips and cheats on all the latest games, and also general news of other activity in the PC Engine world. The number is charged at normal rates and is 0800 600001.

Chessbox champs

The Proxel user service, Chessbox, recently received a much needed boost when Jonathan Speelman (pictured, one of England's top three chess players, played his opponents simultaneously using the system. The players were situated in boxes all over the country and linked to Proxel's Agency headquarters through modem terminals. The players — paired from Proxel's own club, and including a group of primary school children and a handicapped person — each kept the grandmaster on his toes, with the result after four hours being four wins to Speelman and a tie.

Playing chess by computer was an unusual experience for us, and not being able to see my opponent certainly added to the fun. When I dis-

SAM to beat Konix

was back and back all the way but it seems that the Mini Coupe will beat the Konix Multi System into the shops. As of the second week in December, MSF are announcing that the Coupe will be available from Chessbox! A lot of us, as most people will have already purchased their main power by now) but at least it should appear before the Konix, which looks like it'll now be coming out of

later. The 280-based Mini Coupe will sport a 3.0LPG and comes complete with an all and graphics package. Called Poni, it was written by its developer whose previous accomplishments include the Atari graphics package and Poni for the Spectrum. Poni is in development for the Amiga (and its successor from the Atari manual) Developer's own version of Poni.



covered that one of my opponents walked from covered play! It really brought home to me how Chessbox can help to improve the quality of life for the disabled," commented the victorious Speelman of the innovative system.



Concerning your news piece on Battle Command in the December issue, would like to put a few points right.

You've said that the game 'slipped through MicroPro's fingers'. Not so. Acclaim continue to have a strong business association with MicroPro and continue to have respect for both the company and its personnel.

With Battle Command, however, it was decided between the two companies that for reasons of mutual self interest the game would be better placed with a different publisher — which turned out to be Ocean who, along with MicroPro, have a great tradition for turning out top quality games. Further, Gary Stracey of Ocean confirms that his announcement of Ocean's acquisition of Battle Command was in no way connected to cause offence to MicroPro.

Also, we would like to point out that Battle Command, while retaining our superior 3-D polygon graphics, is not a direct sequel to Conquer Command, it is 8000 not continue the game scenario. In Battle Command's all-time setting, you, of your lone rebellious Battle Unit against the overwhelming forces of a whole continent. And then proceed to dominate it.

We hope this sets the record precisely straight.

To very much

Realtime Games Limited.



The distinguished adventurers, Magnific Sorrells, have finally found a home with a major software house. This will hopefully mean more adventure games for 1993. Virgin Mastertronic recently signed up the industry veterans to release all

their product for the next year. Pictured are Anita Sorrells (left, co-founder of Magnific Sorrells), and Nick Alexander of Virgin Mastertronic.

Also taking up with a top software house this month are innovative developers Incentive, who have recently signed a distribution deal with Romark. The next product to come from the designers of Total Empire and Driller is entitled Castle Maker. Set in 16th century England, it revolves

around a beautiful 82-room castle — complete with quivers, hats and rats. Pictured are Gary Mark Strachan (Romark), Andy Tait and Ian Andrey (both Incentive), and Donald Whalley (Romark).



16-bit sales war

As Commodore proudly announced their 250,000th U.K. sale of the Amiga (pictured are the lucky Winning purchasers), Atari countered with allegations that the figures weren't all they appeared to be. Apparently the sales were to distributors and not direct to customers. Although, there's not much doubt that Commodore will

readily reach their targets for this Christmas. A recent Christmas survey by TCM reporters revealed that the Amiga and Spectrum are both seen more times than the Atari or console ads — although, Sega and Nintendo had also been hitting it out in sections of the town press like Smash Hits and Vix.



Guaranteed Window Seat.

You've got the best seat in the air show – the cockpit of your F16-45. And you're about to fly where only angels dare.



Blue Angels Formation Flight Simulation® puts you wingtip-to-wingtip with the airborne U.S. Navy precision who's who of the sky. From ground school to the wild blue yonder, you'll practice and perform over 25 actual air show maneuvers.



Train with the Blue Angels in a wire-frame flight simulator. Plot the path you're to follow, 1-1 against the ideal path, at the maneuvers.



includes solo and fan modes. When the crowd during these maneuvers are shown.



You can watch all of your maneuvers from a variety of camera angles, review the performance on Instant Replay – even take a birds-eye view of the entire airfield in "Pan Right" mode.

If you're a blue chip Blue Angel, don't let us put you into the "Pilot's Hall Of Shame." Because only the best and the brightest can take 10,000 pounds of military thrust and turn it on a dime.

Blue Angels Formation Flight Simulation. Everything you've ever experienced in flight simulation is about to take a 90-degree diagonal roll.



Then dance with danger in one of four Blue Angel F16-45s – so that you can take 500 knots into a 5g vertical climb.

Power the climb on a wing and a prop. Engage your formation in delta rolls, left

Blue Angels Formation Flight Simulation is a registered trademark of Accolade, Inc.

ACCOLADE
The best in entertainment software.

Accolade Europe Ltd.
Unit 14, The Lombard Business Centre,
50 Lombard Road,
London E15 1BQ.

REVOLUT

The race to the future has already started. In the last few months CD games software has become reality - and not just on high-end 16-bit machines, but on 8-bit computers like the Spectrum, C64 and MSX. It's all leading to the great CD interactive and multimedia event that is going to take the World by storm in the next few years. Stop off here for a glimpse into the future. There's Philips' CD-I unit and a whole host of new machines and game consoles boasting in-built CD ROM drives about to be unleashed. Ura Palemine is your guide to the future.



TIONS

Imagine a time when computer games will look and sound like big screen films. Picture Clint Eastwood's hardboiled Freddy filmed and narrated for your indulgence; for you to do with him as you wish. Instead of watching the film, you'll become involved – you'll be part of the story. But most importantly, you'll determine how the plot thickens (or the blood drips). In effect, you'll be actor, producer, and director.

Forget computer generated drawings, 16-colour palettes and 8-bit sampled sounds; welcome to the real World – true colour, perfect 25-frames-a-second animation, and sensational CD quality stereo sound.

This might all sound like something from the deranged mind of a fantasising hippy, but reality is often stranger than a clown hippy's brain. The technology is available now, and is just beginning to appear for the home micro.

Compact disc video (CDV), compact disc interactive (CDI) and all other compact disc goings-on come under the heading multimedia. In short, a multimedia event is the combination of animated images, sound and text. You could argue that all computer/video games are multimedia events – and you'd be right to an extent. Multimedia can never – and will never – be fully exploited on a cassette or floppy disk based system. There's only so much data you can fit on a cassette or floppy, and slow loading times mean you're restricted to whatever can be squeezed into memory in one go. On a CD that's not a whole heap!

Because the compact disc can store such a huge amount of data – something in the region of 600Mbytes of information – there is nothing conveniently available that is better for staging a multimedia event. Storing true colour (24-bit) images and 44,1kHz 16-bit sampled sounds takes a lot of storage space – presently CD is the only commercially viable medium.

But before getting carried away with what the future has to offer, here's what's happening now.

SIDE STEP

Code Masters have recently released a stunning 30 game compilation for the Amstrad CPC, Commodore 64 and Spectrum. Code Masters' CD doesn't require a CD ROM drive – any domestic CD player will do. The CD player is used like a high-speed, reliable cassette deck. The home CD player is linked to the computer via an interface. One end plugs into the two phone sockets at the back of the player while the other end sits in the joystick port. To get the micro to recognise the CD player, you must first load a short startup program from cassette which begins reading analogue signals (and converting them to the digital equivalents) from the joystick port.

The thirty games on the disk are accessed in the same way that you'd play a track on a music CD. If you decide to listen to Code Masters' CD you'll hear a cacophony of high pitched squeaks.

OVER THE RAINBOW

Using the CD player as an input device means that, typically, loading time is comparable to a disk drive.

Because of the storage method used on the CD, the games are no different from other 8-bit games. The only advantage of the Code Masters' CD is loading speeds.

Rainbow Arts released their own compilation pack on CD. Rainbow Arts are based in Germany and since the CMC and Spectrum micros are unpopular over there, the CD was only released on the C64. Said a spokesman for Rainbow: "We have to make CD commercially viable. We'll wait and see the results of the C64 experiment before we make any plans for the future; we may well support the ST and Amiga with CD ROM games."

There is no benefit in using the analogue CD method with the ST and Amiga since this is no faster than the floppy drive. Many observers see Rainbow Arts and Code Masters' foray into CD technology as a step to the side rather than a leap forward. Ironically, Code Masters will probably be the first company to make a profit from releasing entertainment software on CD.

Code Masters have big ambitions for 8-bit machines. "We're looking at doing something really big with CD games," enthused Richard Carling. It's hard to see how



■ The Carling brothers, Richard (left) and David, are responsible for the first CD games to appear for the Spectrum and Amstrad CPC. Amstrad CPC and Spectrum.

that will be possible using a standard CD player.

To make full use of the CD, you need to be able to send the laser head to any part of the disc at will, pick up the data you need at a fast rate and then use it. Only in this way can games start to incorporate fancy graphics and CD-quality sound. There's no hope of this happening when you're expected to press all the buttons on the CD player.

The 16-bit arena has never been slow to grasp new media

and technology, so why is that a UK budget software house has made the first move into affordable CD-based software? The reason is that Code Masters have taken a step away from what CD technology is all about. They're using the CD as an audio medium rather than exploiting its full potential as a fast mass data storage medium.

THE REAL THING

True CD-ROM units plug directly into the controlling computer. This means that the computer can force the CD read head to move anywhere on the disc's surface.

The advantage of this is obvious; extra graphics, levels and sound can be loaded when required. In theory this sounds fantastic, unfortunately — in reality — data transfer rates from CD ROM to computer memory are around 180K/s (and that's assuming the read head is in the right spot to start reading). While that may seem like a lot, it's not. On an 8-bit machine — where main memory is unlikely to be larger than 64K and where screen size will be 16K at most — these sort of speeds aren't a problem.

However, on a 16-bit machine where 512K is the norm, it would take four seconds to fill memory. This is simply unacceptable when graphics and sound consume enormous amounts of RAM. For instance, it would take a quarter of a second to load a

THE CD SIDE OF THE ST

The ST has had a love-affair with CD for years. It was around two years ago when the ST had its first encounter with laser technology. Microdeal released the Dragon's Lair laser disc game. If you had an appropriate laser disc player you could run Don Bluth's classic cartoon adventure. The interface, software and laser disc sold for £100. Unfortunately, the game wasn't well implemented on the ST, being slow and unstable.

Although Dragon's Lair was a big miss, it did bring the ST and CD technology together. Around the same time Atari's CD ROM player was previewed. It still isn't on sale.

The player takes ordinary-sized CD discs, but, as yet, there has been no software support in this country. In Germany, where the player has been on sale for for a couple of years, there is a small software base — but that consists of serious titles like Grolan's Encyclopedia and so on.

The hardware connects the ST's DMA port and can be treated like a super fast, read-only hard disk. With over 500MB of storage space, there's no reason why sampled sounds and super-fast graphics shouldn't make it onto the ST. Microdeal were one of the first companies to acquire one; they would have to produce something for it, but with no machines sold in this country...



■ ReadySoft's conversion of Don Bluth's classic coin-op, Dragon's Lair

MANCHESTER UNITED



THE OFFICIAL COMPUTER GAME



1.5 MB OF GRAPHICS OF WHICH 800 USED TO CREATE THE MANCHESTER UNITED FOOTBALL CLUB STADIUM OVER 15 SCREENS.

FEATURES INCLUDE:



1. FULL ARCADE GAME: PENALTIES, THROWS, CORNERS, FREE KICKS, ACTION REPLAY, SEE GOALS SCORED VIA REAL TIME DIGITISING, REFEREE AND LINESMEN.



2. MANAGEMENT GAME: FULLY ANIMATED ICON DRIVEN, TEAM SELECTION, INJURY LOG, PLAYER STATUS, PLAYER TRAINING, MANAGEMENT REPORT, CLIP DRAMA WITH DIALOGUE SPEECH FROM 5TH ROUND, TRANSFER MARKET, BUY AND SELL PLAYERS, LEAGUE TABLE.



AVAILABLE NOW! AMIGA AND AMIB.



COMING SOON! IBM PC, ARCHIMIDES, AOKI, MULTISYSTEM, SPECTRUM (Cassette and Disk), COM 16 (Cassette and Disk), AMSTRAD CPC (Cassette and Disk) and MSX (Cassette).

BRAND NEW! 100% HOUSE BRAND! 100% QUALITY! 100% GUARANTEE! 100% SATISFACTION!



SCREEN SHOTS FROM AMIGA VERSION

KRISALIS
SOFTWARE LTD.



complete 3D screen from CD-ROM. There's no way you could do full-screen animation at those sort of speeds - you need to be able to display 35 frames a second for fluid animation.

With the advance of technology and the demand for greater realism by games players, nothing short of TV-quality images and CD-like sound

will suffice. Graphics and sound of that quality take up huge amounts of memory. A CD-ROM player simply can't hope to cope with the sort of speeds necessary to load that amount of data in such a short time.

By making sensible use of CD-ROM, it is possible to create epic adventures and phenomenal multi-level games.

Many already exist for the PC, Apple Mac and PC Engine. Many CD-ROM games have music tracks which play through the CD-ROM unit's audio output while the game is running. Having CD-quality sound playing in the background while you're blasting the unpleasant wave of aliens adds enormous depth to the game.

CD-ROMs can't give you graphics beyond your machine's capabilities. CD-i (compact disc interactive) can. CD-i is a special form of CD being developed jointly by Sony and Philips. The CD-i player includes a special controller which allows sound and vision to be decoded and read from disc. This was the theory behind the BBC's *Tomorrow's Project*, where living in the 1980's was portrayed through video sequences in an interactive environment.

IT MOVES TOO

Pargamon - a sister company to Microsoft - are working on a *Guinness* disc of records for the Mac which features clever animation sequences and sampled sounds where necessary. Consequently, you can hear the fastest talking man in the world and see the first piece of film ever recorded. The disc includes very high quality 24-bit colour as well as CD-quality sound. The disc itself isn't expensive - coming in at around £80 - but the hardware to run it runs into several thousand pounds.

CD-i not only promises reasonably cheap software, but also hardware that is in the grasp of most. The entry price for Philips and Sony's CD-i player, reckoned to be ready later this year or early next year, is expected to be £800. Ordinary-suffice CD players were this price - and more - when they first came out. On that basis CD-i units will be around the price of ordinary CD players towards the end of the decade. CD-i is going to appeal to the whole family: it won't just be interactive games that can be run, but interactive music videos, films, encyclopaedias, dictionaries...

ACTIVISION GO COSMIC

That's already true in the Apple Macintosh scene. Activision's US base is researching the possibilities of CD storage devices and has responded to the CD gambit by releasing *Marble* and *Cosmic Demo*. Although these don't exploit the full potential of sound and visuals available, they are the closest thing to interactive multimedia events.

Both *Marble* and *Cosmic Demo* are enormous adventure games on a scale that has never before been possible. In *Cosmic Demo*, not only can you look at every detail of the screen but you can explore virtually the complete universe

and never come across the boundaries of the game. This is the ultimate adventure, placing you in a space station and leaving you to make up the rules and search where you want. There's no real objective to it - just wander and meet every character and discover orbital ornaments.

Marble is slightly different because more attention is paid to atmospheric graphics. Here, you tear through the adventure as if you're looking through your own eyes. For example, if you enter a room and see a set of stairs in the distance, you can wander over to them and walk up them. As you do all of this, you see the areas of the room from all sorts of different angles. The game is enormous, letting you explore towers and castles, exactly as if you were there in the spot.

Great adventures try and involve you in the game's surroundings by letting you examine as much of a room as possible. With the potential CD-i has to offer, you'll soon be able to explore every nook and cranny in a room and hear the noises made when you open things and nuzzle others. Interactive multimedia will be the ultimate experience.

CD is big news for simulation software, and Microsoft have indicated that they are going to be looking seriously at CD-ROM in the year to come. Microsoft has acquired a reputation for producing good simulations, so CD is an obvious area for it to branch into. With 500MB of data at hand, there's no reason why flight simulations can't suddenly let you fly anywhere in the world. And instead of the unrealistic 3D-filled polygons which ordinarily make up the view from the window, you could see realistic views, perhaps even digitised from a real plane.



TURNING JAPANESE

There's one area where CD ROMs are being used totally for the purpose of enhancing gameplay, and that's in the console market. There's already a CD-ROM device for the PC Engine and Sega have recently confirmed that there will be a CD-ROM device for the Mega Drive.

Surprisingly, the Japanese giants behind the console game don't see the PC Engine as a particularly impressive beast. They feel that much of its technology is outdistanced by their standards and they will not throw more money at it. This leaves you wondering what they have that could be so much better than the PC Engine. The Sharp 68000 is the answer. The Japanese are now building machines which come with CD-ROM built in as standard.

The Sharp has a fast 16-bit



■ Sega's 16-bit console hasn't got a CD-ROM drive yet, but the rumors are that it will be getting one soon.

processor which makes it one of the most powerful machines on the market. It comes at a price: £2699!

Then there's the FM Towns, currently the big sensation in Japan. The machine comes from Fujitsu and again features CD-ROM as standard. Eight channels of stereo sound and high resolution graphics with over one million colours on screen all can ensure that you've got every-

thing to take you into the multi-media decade. To keep up with all this, the FM Towns comes with a 32-bit 68000 processor.

The CD is going to be the medium of the 90's and over the next decade we'll see some of the biggest advances in games since the introduction of the first Pong video game. Through CD, Software houses are already showing an eagerness to bring games onto this silver medium. When it happens, games will be treated like films, shot from artists' angles and featuring expensive stunts. With 16-bit software, musicians and graphic artists, often without programming knowledge, are brought into a game project. Many more people may be involved in future titles and the results are bound to epitomize this is just the beginning.

HOW THEY'RE MADE

The surface of a CD or optical disc is composed of reflective and non-reflective pits which translate to the two binary states - 1 and 0. The large space is made available because the laser beam which reads the disc is focused onto the pits in tiny. Placing all the information on a CD is done at a pressing plant and can be extremely expensive. Once the data is on the CD, it can never be removed (unless you get out a sheet of sand paper).

The reflective surface of a CD is protected by a plastic sheet, often as much as two millimetres thick. Damage to the plastic sheet will not affect the playing of the CD. This is why you can run your sweaty fingertips all over it and still listen to perfect sound. Combine this with the fact that the read head never touches the disc and you have a very durable medium.

It's the enormous space available which makes CD's so attractive. However even 550 Mbytes can be limiting for particularly long sequences of high-quality animation and audio. As a result, larger, 12-inch CDs (or laser discs) are available. These can store a staggering four gigabytes.



■ For around £399 you can buy yourself out with a PC Engine CD-ROM drive. More Media on 0743 271792 can supply you with a selection of CD games.

CD FUN IN SOHO

There are already a wealth of games for various computers available on CD. Not all store data in the same manner, and not all can be given the multi-media tag.

THE CD GAMES PACK

Amstrad CPC/64/Spectrum, £79.95, Code Masters (0926 874733)

Revealed! Just when you thought every remaining household appliance was safe, Code Masters came along with a game compilation on CD that requires the use of a domestic CD player.

Along with over 30 games on CD, you get a small interface for plugging into your computer's cassette port and a phono lead for linking the interface to your CD player.

All the games on the CD are re-releases of previous Code Masters budget games. The number of games is too long to list here, and varies depending on the computer format. Suffice to say, each game works out of around 67p.

1ST CD EDITION

Commodore 64, C69.99, Rainbow Arts (0922 827014)

For your money you get the following 10 titles on CD: David's Midnight Magic,

Leaderboard Golf, Mission Elevator, Impossible Mission, Dropzone, Lederhammer, Solomon's Key, Jinks, Pist 2 and BULLE. In addition to that lot, you get 16 musical tracks which may be played conventionally through your CD player.

Like Code Masters' Spectrum CD compilation, the 1st CD Edition is not a CD-ROM. Data is stored as a series of binary ones and zeros and sounds like a computer data cassette when played through the 1st-2. The CD is being used as nothing more than a safe medium for storing lots of information. Because of the way data is stored there isn't as much room to store information as there is on a conventional CD-ROM.

A small interface, which plugs into the computer's cassette port, accepts a phono lead from the line or headphone output of a CD player.

Loads of fun in the C64 version of Lederhammer on

THE GAMES COLLECTION

Rainbow Arts' compilation CD, MSX, £27.99, Eurosoft/ Night Data (0920 688749)

An astounding 33 games have been squeezed onto the CD. And many are great classics like Missile Command, Frogger, Qbert and

Penguin.

No special interfaces or cables are needed to connect a domestic CD player to the MSX machine; the MSX comes with the appropriate leads and connectors as standard.

The Games Collection CD works in an identical manner to Rainbow Arts and Code Masters' offerings. While a lot of noise has been made about Rainbow Arts and Code Masters' method of storing programs on CD, Eurosoft came up with the concept long before anyone else.

DEFENDER OF THE CROWN

PC, £49.99, Microsoft (01 829 1242)

At last, a true CD-ROM game. A CD-ROM drive is required to run the software - a standard domestic player simply won't work. The data fed into the computer is digital rather than analogue.

If your CD-ROM drive can play audio CDs, be prepared for a surprise. All the sound effects, music and voice-overs in Defender of the Crown will play in glorious CD-quality stereo.

Microsoft are planning other PC and Apple Mac CD-ROMs, so stay tuned.

PC ENGINE CD ROMS

PC Engine, C69.99, Micro Media (0742 377162)

Like Microsoft's Defender of the Crown, Wonder Boy II is a true CD-ROM game. In fact, all Engine games are true CD-ROM games. A CD drive unit, which doubles as a portable CD audio player, can be purchased for the PC Engine.

There are around 50 Engine CD-ROM games. Many are virtually identical to the coin-op versions of the games. Ones to look out for include R-Type II, R-Type II, Vario II, Far East of Eden, Street Fighter, Warriors II, Ultra Space Story, Animal Kingdom and Culture.

Most CD-ROM games for the Engine come with musical tracks stored on the disc: these usually play while the game is running leaving the Engine free to generate sound effects. ■



THE MOST EXCITING
FILM OF THE YEAR
NOW FOR YOUR HOME MICRO.



ESRB Rating: Everyone (E)
This game is suitable for all ages.
No objectionable content.

ROBOCOP ON NOW

ROBOCOP™

THE FUTURE OF LAW ENFORCEMENT



LONGEST RUNNING No. 1
single-player game to date on the home PC platform — The world's top sales chart released in the month of selling copies —

PLAYERS JOIN-UP
FIRE UP THE COMPUTER GAME
HUNT DOWN ... HUNT DOWN
ALL OF ... ROBOCOP

Also available for AMIGA £24.95 and ATARI ST £19.95

SPECTRUM
£9.95
COMMODORE
£9.95
AMSTRAD

ocean

READ ALL ABOUT IT AND PLAY IT TOO!

CD technology is no longer a thing of the future. Usability is a thing of the past. And CD loading is now available to all computer owners. But only one company has tried to implement this new and exciting development in disk access on all the popular computer formats, and they are the same people who revolutionized the budget games market. Who else but Code Masters. Their recently-released CD Games Pack (£19.99) includes 30 fab Code Masters games on CD, a CD initializing cassette and the magic wire to connect your CD player to your computer.

Usually you'd have to supply your own CD player and although they're becoming cheaper, they're not exactly growing on trees. That's why we've managed to squeeze a terrific portable Sony Discman D-29 out of Code Masters as well as a CD Games Pack for the first prize winner. Also, ten runners-up will each receive a Code Masters T-shirt. To win one of these prizes, just tell us which European company developed the principles of compact disc technology. Pop your answer on a postcard, along with your name, address and computer (8- or 16-bit) and send it to: Codemasters CD Comp. TGM, PO Box 11, Luton, Strapsane 5x8 1DB. Winners will be drawn on February 8, so hurry up...



NO MERCY-NO SURRENDER

A NEW 3D DUO FROM LOGOTRON ENTERTAINMENT

BAD COMPANY...

You've fallen into Bad Company. In this place there are no good guys, just you, your sidekick and wave upon wave of insectoid enemies who have just one thing in mind - the total destruction of every human they set their nasty little bug eyes on. No quarter is asked and none is given, you know what to do - if it's alien, blast it!

Bad Company is programming legend Steve Bob's latest and greatest masterpiece with scrolling of vanishing point perspective surfaces, the latest superfast 3D sprite techniques and featuring:

- Simultaneous two-player action.
- Unique choice of weaponry, with fire power boosters.
- Choice of eight different combat heroes.
- Uncountable waves of sickening insectoid attack.

ATARI ST & COMMODORE AMIGA
END NOVEMBER '89. PRICE £24.99



END OF COVER ART

STAR-BLAZE...

Starblaze is pure solid vector 3D shoot 'em up from the programmers that brought you 16 bit Elite! To qualify as a Terranian warrior in an intergalactic war of unparalleled ferocity, you must prove your prowess by taking on scores of fanatical alien attack waves and live to tell the tale. How will you do it? With quick reactions and the fastest trigger finger on the planet!

Starblaze is a game which draws upon the strongest features of the classic arcade titles to introduce a wholly original style of game to the arcade genre, featuring:

- Over a hundred different attack patterns.
- Action-packed gameplay in stunning solid 3D.
- Five colourful backdrops (target bearing starfields).
- Shield, smart bombs and extra power pickups.

ATARI ST & COMMODORE AMIGA
END OCTOBER '89. PRICE £19.99



END OF COVER ART



LOGOTRON ENTERTAINMENT

CHANCERY HOUSE, 187 ST PAULS ROAD, LONDON W1 4EH

The Logotron name and mark are used under license from Logotron Limited

A-10 TANK

Slung in the A-10 cockpit I could see two more MiG-19s in front of me. Mission for the day? Take out a MIG base and then head for the honey pot—a supply base ringed by Soviet SAM sites. Having received the signal, we all started the throttle forward, 4000lb of thrust kicking us into the sky. Landing off we headed for the steep valley which gave us valuable cover. "Prepare to take the left fork—we'll strike the MIG off base first."

High ground the radio crackled into life again. "Break left, we'll head for that ridge line and then come in by the back door."

Knocking the stick to the left I looked hard: G-3uit connecting the lower half of my body as the boys headed for my feet. We were cresting the ridge now. Selector to Maverick. Throttle to 300 knots. Altitude down to 3000. Check your six, "Listen we pass the ridge make a hard right, the MIG base will be right



That was the flight leader. Traveling in loose formation we banked left taking the eastern tributary. As we approached the

choke, I'll take out the SAM threat."

I could see the MIG base now. We all had a job to do. Mine was to take out the MIGs. Suddenly the sky was alive with anti-aircraft fire and SAMs. Three lonely A-10s dove into a living hell... that was a nice story, now get on with it—Etc! A-10 Tank Killer is a flight simulation of the USAF's A-10 Thunderbolt— or Warthog as it is affectionately known.

While the game is aerodynamically accurate, it should appeal to players who would normally avoid flight simulations altogether. Tank Killer will not show you under with technical specifications. Clever flight-sim fanatics will criticize it for lack of certain details. For example, the game's A-10 is a two seat version. In fact, the only active service version of the



A-10 is the single seat version. In addition, you don't have to land if you don't want to and the time has been compressed in certain areas.

However, Dynamics are fully aware of these facts. They intend Tank Killer to be more of an entertainment package. That is not to say that flight-sim aficionados won't enjoy the game.

The game itself consists of six different missions (including the one detailed above). They tend to be varied, multi-part affairs. For example, one mission asks you to hit a supply dump. However, you



KILLER



must also provide close air support for a platoon of tanks, which will take out the SAM sites for you and keep a nearby bridge open for allied support.

The main area of the game is the campaign. Here, you cycle through each mission but every action you make will affect events later on. The more failures you have initially the more difficult things will be later on — both for yourself and the rest of the armed forces. Dynamic has promised further scenario disks to lead into the original game.

With Tank Killer you really feel you are part of a team. The star-rated character listed above really happened in a mission I played — more, in fact, when you play Spectrum's midday's Falcon, for example, you get the feeling it is you against the world. However, in Tank Killer it is more of 'you hit the MIGs, I'll hit the SAMs and Buddy there will blast the anti-aircraft guns. Let's go for it, 'you hear'.

You feel more involved, the action appears more realistic and you end up with a real knot in your stomach when you hear the 'let 'em hit' and you watch your engineer turn into a ball of fire. A-10 Tank Killer is thoroughly recommended — it is pure entertainment.

PAUL HIGBY

GAME.....A-10 TANK ATTACK
PRODUCER.....DYNAMIX
VERSIONS.....
PC.....TBA

PC

The graphics are Tank Killer's star quality. Dynamic have used digitised photos of real aircraft, taken on location, fitted out with real flight gear to give you maximum atmosphere. You want a realistic cockpit display? Tank Killer has a digitised cockpit from a genuine A-10 in fact, there are other digitised screens of the aircraft itself and weapon loading screens, for example. All of the other graphics are solid 3D affairs which are detailed and smooth. On a television screen are the status screen which shows any damage taken, along with an armoured weapons inventory and multiple views inside and outside of the aircraft. Sound is captured for via Roland and Ad Lib (sound) boards which provide a variety of backing tracks depending on the situation. Sound effects are output via the PC's speaker. It's a con!

A-10 THUNDERBOLT II

It may not be the most glamorous of aircraft currently in service with the United States Air Force but the Fairchild A-10 Thunderbolt II's looks are really functional. Born out of the need for a medium ground-attack bomber and plane-diversity, where cost is desperately needed in Vietnam, the A-10 is one of the most robust and tactically effective ground-attack/air-to-air NATO aircraft around.

And it's not just because of its superlative maintenance record or relatively cheap cost either (compared with F-15s). The primary reason is the survivability of the aircraft, the pilot sits in a 'bathtub' of titanium armour with bullet-proof glass all around and every part of the plane is well protected from bullets, hits, shells, debris and shrapnel. The engines are spaced apart to avoid damage to both from one shell and all the control systems have a backup to return control after all. If this plane is to survive any war in Central Europe it's got to be tough (unless the Soviet A-10 gets in service today when it's knocked out by a single bullet). What makes this plane really special, though, and makes the A-10 just job one of the most sought after in the USAAF, is its impressive weapon inventory — primarily its GAU-8 Avenger main gun. It's longer than a Volkswagen Beetle, it fires 70 rounds of 30mm anti-tank, steel-cored cannon shells a second and no enemy vehicle, even the latest Russian T-80U, can survive its awesome onslaught. When the Warthog roars, the effect is devastating.

EXCLUSIVE

BLUE LIGHTNING

Yes, Sam! Come on man, give me a go. Sheesh, look, I beat your 10,000 high score fair and square. Now come on, give me the Lynx back. I gotta review the game. Come on man... Now you

know the performance I have to put up with whenever I want to review a Lynx game. That Sam Trantoul character just doesn't know when he's beaten.

Alright, ma man! Ys, now, let's get on with the review. Blue Lightning places you in a fighter plane. The action is viewed from just behind the tail of the plane in a Afterburner. In fact, the game

has, and natural obstacles to avoid.

Before you set out on your mission, your plane is tanked up. The tiny animated figures that appear clanking a hose look really neat. A great touch. Liftoff is automatic. But once in the sky it's all action. Some missions require you to destroy land targets, like stationary tanks and weapon supplies, while others have you jymbing ship convoys.

You can make the aircraft climb, bank to the left or right and dive. You can also unleash a torrent of deadly cannon fire or even shoulder missiles. While you're searching for prey, or they're doing it to



is very reminiscent of Afterburner. However, unlike most of the computer conversions, this baby plays like a dream. There are a variety of missions to embark on — plus lots of enemy fighter planes, seeker missiles, ground defenses,



you, the landscape moves past. Flying low makes it tougher for the planes to get at you, but it also makes it easier for mountains to kiss your nose — hard. You can climb through clouds when there are no targets below and knock off a few enemy planes. Speaking of the enemy planes, they don't fire cannon shells — that's the good news. They fire a lot of missiles instead. You can hear the whirr-ers before you see them, thank the radar warning blaster for that. It's a lot of fun swooping out of the way as one of those gray-headed death-doctors comes barreling towards you. Having enough altitude means you can dive for the ground

GAME.....BLUE LIGHTNING
PRODUCER.....JEPYX
VERSION.....
ATARI LYNX.....C99 86

ATARI ST

Incredible, how did the programmers manage to squeeze so much gameplay into such a small area? The speed, graphics and sounds are top-notch. While there's not much in terms of plot, the game is so intense I'm already on my fifth set of batteries.



and dodge the missiles. Your plane comes equipped with a HUD (head-up display) which displays vital information like your mission briefing and whether your weapon sights are targeted on the enemy. Having a musical background here would be dumb. The roar at your engines, the sound of exploding planes and missiles whooshing along are all the symphony needed — watching a missile's smoke trail as it leaves your wing and zeroes in on the target is almost like a hymn (what were you on when you wrote this? — Ed). Explosions are spectacular, with lots of blazing planes and fiery streaks across the sky when something is hit. Ground targets also pop apart nicely. Frontal graphics give you views of both ground and sky, and the landscape changes dramatically depending on your distance. It's great watching the landscape change from dirt and hills to huge, as it gets larger and more defined with hills, valleys, trees and mountain ranges. When you see the plane's shadow on the ground it's time to head for the skies.

The game keeps running at break-neck speed no matter what is happening on screen. Colours are bright and colourful, and your plane is large enough to be the centre of attention without taking up too much space. Combining the best of flight simulation with attack techniques, Blue Lightning is hard to put down. It's a great battery burner to suit!

Marshall Rosenberg



HAVE YOU THE RIGHT STUFF TO BE A FULL METAL PILOT?

FULL METAL PLANETS. 804 ans. You will have to prove that you are the Cobra Steel Company's best pilot...

Your mission : land your spaceship, get a maximum load of



in a precious cargo, the vehicle has got loaded in a real job and abandoned. The challenge lies...

one. Disintegrate or get hold of the precious equipment of the rival companies and, if possible, capture their own



the machine has. The challenge lies in the fact that the vehicle has got loaded in a real job and abandoned. The challenge lies...

spacecraft, battling with one. Under your command a whole steel armada : barges, attack boats, tanks (amongst them the famous T99 known as the "Big Heap"), transporters and the unique "Weather Hen". This extraordinary machine, the technological pride and joy of Laidoladrum Motors & Co., is able to transform the ore into material. But



inspired by the high tide, with its defenses activated, the "Delicious galaxy" may be lost and lost.

only that, it also focuses the changing tides. On Full Metal Planets ignoring the rising tide means foolishness. How easily your attack boats could



get stuck as your tanks flood in the next turn!



Five years of development

It is imperative that you lift off before the Big Flood, announced for the 20th turn... Ground contact is 30 seconds. Welcome on Full Metal Planets! Action, fights, strategy and diplomacy in a fantastic Sci-Fi world where up to 4 players (humans and robots) affront each other in a thrilling competition.

The computer plays not only the part of a referee but also



A strategic machine appears on the video screen. Answer it by pressing "Enter" and "Space" to move the vehicle.



The FULL METAL PLANETS game suite is the largest multi-robot transport for the last 10 years.

offers you adversaries who are always available : 8 robot-players each having their own character, but they are all programmed for a role-aim : beating you!

Furthermore this game contains a graphic tool to create your company's blazon and strategical problems for you to solve in order to get trained. A superb adaptation of the board game in the style of the games created by the Cobra Steel team : Bertrand Brocard and Roland Morla.



Stick to the end (This programme can be run, equipped in the short and can only open for the version 1.0).

Available on ATARI ST & STE - AMIGA - PC COMPATIBLES

INFOGRAVES





DAVID WOLF SECRET AGENT

A real James Bond story this. A top secret Stealth fighter has been stolen by a bunch of bad guys belonging to Viper, a deadly organization run by the Brains Vain. It seems that Viper wants to rule the world, but not before stomping all over Managene first. Managene isn't the good guy. And you happen to be their top agent, David Wolf!

Not only has the aircraft gone missing but a brilliant aerospace engineer has been kidnapped too. She, yes, she - well, you

have to save the girl don't you? It's traditional in an agent on the Stealth Project. So, if the reason isn't paid the Stealth fight, it will be used by the Viper force to deliver a nuke-into Capital Hill. Sorry!

The game actually plays like a Cinemascope product; you play a sub-game, watch a lot of animation and story play a sub-game, and so on. In David Wolf - Secret Agent you have a variety of sub-games that are thoroughly enjoyable to play. The first is a solid 3D hang glider fight. You pilot a hang glider, armed with a laser



gun, tear the ribs of Denver and are immediately set upon by four sinister Viper gliders. Shoot them all down and you're away. However, you have to watch your height as the glider loses altitude quickly. The only way to gain height is to feel thermal currents of air. In addition, you have to watch



your speed. Hang around (ho, ho - Ed) too long and you'll be blown out of the sky. Collisions are another hazard. Overall, it's unique sequence.

The next sequence is the first of two car chases (again in solid 3D). Both involve evading the chasing cars and hitting the enemy ahead.

Then there's the skydiving sequence. You left the aircraft without a parachute. Talk about being together. But wait, what about parking the Viper agent's parachute. Yes, the agent who is skydiving several hundred feet below. Manoeuvre your char-

GAMER
DAVID WOLF — SECRET AGENT
PRODUCER DYNAMIX
VERSIONS.....
PC.....**TBA**

PC

The graphics are absolutely astounding. I only had the EGA version (the VGA version should be around as you read this) for review but even they are excellent. Dynamic have used 16 actors who have been used on real-life sets complete with make-up and costumes. Add this feature to the 400 digitised screens, cinematic cuts, fades and 'mean-while' screens, and you really believe that you are watching a movie — and an interactive one at that. Sound effects emanate from the featureless PC speaker, but the effective background music is provided by Roland and full 16-bit sound cards. The music changes with the situation and the mood of the story. The digitised pictures are complemented by the wonderful 3D graphics. In fact, Dynamic have done a good job mixing the two. For example, there is one short sequence, after a successful car chase, in which David Wolf turns to the camera and smiles. He and the car are digitised; everything behind is smoothly scrolling solid 3D hills and terrain. Wonderful.

FAST FACTS

The use of all (or old) Bond trick, this is effective in the car chase scenes — especially in the camera. A forward firing gun and missile will destroy an oncoming car in the first chase and a helicopter in the second.



into towards the agent, left the boulder and float gently down. (I say, tally ho!)

Finally, there is a flight aim sequence in the Stealth-fighter. Avoid a SAM missile and shoot down two enemy fighters and you're home and dry.

Dynamic have considered the player in David Wolf, ever played a Cinemascope game and been killed in a sub-game? You have to re-start the game and try again. Not in David Wolf. Dynamic have developed a unique VCR interface which can fast forward you in any part of the game. You can avoid the movie bits in-between the sub-games, or fast forward them to get a quick resume. All excellent system bits as it stops the game becoming tedious.

David Wolf is a completely absorbing game. The story is fast moving. David does a good impression of a witty, badass

James Bond and the story is not bad for an action adventure. However, it's the use of actors and digitised graphics which set it apart from every other game of its kind. I guess the game is very adult atmosphere. I even prefer it to the Cinemascope products which are always very cartoon-like in comparison. Buy David Wolf — Secret Agent, you won't be disappointed. **Paul Raby**



Blissful Riflefield, Cyprus



IT CAME FROM THE DESERT

A peaceful, silent stretch of desert on the outskirts of Lizard Breath, a secluded Californian town, is gently broken by the sound of a rattlesnake slithering along the plain. Some birds fly away. A rabbit emerges from its warren. It's the only living creature in sight; it takes time on its first legs to sniff the cooling air; it senses something amiss.

Suddenly the silence is broken by a high-pitched whistle as a glowing object tumbles from the sky. Crashing into a distant mountain, the meteorite explodes on impact, briefly bathing the surrounding area in a golden light. Then silence, as if nothing had happened. But Lizard Breath will never be the same, as is clearly demonstrated in *A Game From The Desert*. You are Dr Greg Bradley, a geologist just returning home from a week's vacation. From information given by locals, it soon becomes clear that all is not well. Once, an old prospector told of a cow with its head bitten clean off and the strange behaviour of his clerk

since they visited a volcanic area where he collected a fragment of meteorite. Haggis, you specialise in meteorite geology and this radioactive fragment launch-

es your investigations. From rumparts and, later, personal experience, you discover that the meteorite's radiation has mutated harvesters into 80-foot high giants. Unfortunately, you're the only person who sees them and keeps to tell the tale. The sceptical Lizard Breath townsfolk don't believe you. You have two weeks, game-time (one second actual-time equals one minute game-time), to either find and destroy the queen ant's lair or present four pieces of evidence to the mayor, convincing him to mobilise the National Guard against the insect threat.

The most useful part of the game is a large scrolling map of the area. Clicking on a building, names it and gives estimated time of arrival — time is of the essence if the town is to be saved. To save time, people can be called unilaterally; they're usually less talkative on the phone. Conversations are made using text boxes and illustrated with ani-





GAME.....	IT CAME FROM THE DESERT
PRODUCER.....	CINEMAWARE/MIRACORP
VERSIONS.....	
AMIGA.....	\$29.99
ATARI ST.....	\$24.99
PC.....	\$29.99

AMIGA

Unfortunately, only for 540k machines. The title sequence is very attractive. The parallel scrolling, high definition graphics, clear speech and authentic sounding music in the game mean your ears and eyes are in for a treat. Backgrounds and characters are almost as good. Total immersion is realistic. Although the Amiga's art style looks threatening, they move jerkily. Plan views are used many times which is a pity as, apart from the hospital, they get very repetitive. A desert isn't exactly interesting to look at

mated figures. Art encounters are displayed in first person perspective. Aiming is the giant insects' weak point: kill them and it's then that a sample of their venom can be taken (one of the four pieces of evidence). The same threat are a casting of snakes, a piece of an ant and a sound recording of their yell. If you fail in taking off an ant you'll end up in hospital. Although you'll fully recover, the hell news is that treatment takes a day, time you can precious afford. However, if you hear your reactions are good enough, you can try to escape. A plan view of the hospital is given and you have to avoid nurses, doctors and security men by dodging in rooms and under furniture. Fail to reach the main doors before they reach you, and the changed needles inject you with a tranquilliser and strap you to a bed! You're going nowhere till you're fully recovered! Considering all the dangers around, you can spend a lot of time at the hospital. Living Death's hot, dry atmosphere makes buildings grove in fire, you have an intruder! Letting fire get out of hand will result in your getting hurt - hospital time. If you meet the final gang of thugs, the Hellcats, they'll try to force you off the road in 'Charger' (an automobile version of Quake). Crash too hard and... hospital. Meet them at the driver's move and their leader may challenge you to a knife fight. Heavy too much damage and your wounds will be treated in hospital. To get around faster and make scouting the desert's terrain easier, you can visit the wind-dome and get a lift in a plane. That view from above scrolls as the plane is flown. Running out of fuel or landing badly can mean a visit to the hospital.

As time goes on the ants become persistent and attacks on masses are inevitable. Grenades and dynamite can be thrown at the ants while trying to escape from their swarms, but get caught or take too long and, so-hum, hospital. How the game is completed depends on your fortunes and decisions. Collect all the evidence and you strategically direct the townsmen and National Guard soldiers, planes and tanks to destroy the ants. Find and navigate the ant's nest and a time bomb destroys the queen, saving Lizard death and perhaps

even the whole country and planet from death-by-bug. Once again, Cinemaware have produced a game which is high in presentation, aesthetics and gameplay.



IT CAME FROM THE DESERT WAS MADE IN 1985 BY CINEMAWARE

Appropriately, they've sensibly recreated a movie and included all the lights, sounds and actions of a 50s/60s monster epic. Gameplay is a interesting mixture of action adventure as initial information is gathered about the ants, escape as ants are destroyed, and strategy as the National Guard are directed.

Problems lie with the sometimes repetitive nature of play. Until you know what you're doing, there's a lot of wandering around at the beginning of the game as you try to work out what exactly to do. The hint helped by the characters you meet who often aren't where they should be, being repeatedly confined to a hospital, lost from the patients (no pun intended), especially as escaping is so difficult. Happily, familiarisation with the game makes it a compelling challenge. The arcade sections, requiring that, however much you play it, it's never too easy to complete. Another great computer-movie from Cinemaware. If Came From The Desert will have you reaching for your insect repellent in no time at all.

Warren Lapworth



BIG INSECTS, BIG SCREEN

It Came From The Desert took inspiration from the 1954 Warner Brothers' movie flick, Them. The title was a highly acclaimed and well-directed movie at the time. Again, it's radiation that causes the ants to mutate - but the time it comes from an A-bomb test in the New Mexico desert. Starring Edmund Gwenn, James Whitmore, Jon Walston, and Leonard Nimoy (as Spock), the film draws on the appearance of giant insects in the Los Angeles towers.



BUDOKAN THE MARTIAL SPIRIT

The *Budokan* is an octagonal Japanese sports hall built for the 1994 Tokyo Olympics and houses the spectacular martial arts tournament that's the centre point for this game.

As a beginner in the arts, such a grand title is a long way off. The first thing to do is to visit the *dojo* (dojos - the training halls. There's one hall for each of the martial arts disciplines. Depending on the discipline, there are between 31 and 39 different moves to be made. Naturally, it's not easy to remember all these manoeuvres so *gyu-renshu* is advised (this is where you can practise against an imaginary opponent).

When more confident, *kumite* (sparring) with one of three training partners gets you adjusted to combat. Being hit or performing a difficult move reduces your *stamina* level and consequently your speed. Avoiding strain increases both *stamina* and *Ki*, the life energy that flows through and around us (the Force?). The higher your *Ki* the stronger your blows, but again it's easily lost in combat. The same *stamina* and *Ki* rules apply in the free-spar hall: here you can choose any discipline and use it against a human or computer opponent.

Before entering the *Budokan* you may wish to consult *Teikyo-Sensei*, a teacher who you may consult at any time. Here's a philosophical old soul, but his words can often be useful. Having practised your pyjama-clad body into a severely combinatorial frenzy, it's time for the big one. You get a short profile on each opponent

before getting three chances to defeat them using whichever discipline you see fit. But beware, some use the arts of *Magistrate*, *Tonfa*, *Russel-gama*, *Shuriken* and *Yari* - these are alien weapons to you.

You'll be justified thinking that the one-on-one beat-'em-up had been done to death with so many similar games around. However, *Budokan* is like a breath of fresh air. First-class presentation leads to combat that is truly a challenge to master. The 16 main moves of each discipline are easy enough to become accustomed to; others are often difficult to use at all, let alone put to effective use. Practice makes perfect, of course, and soon you'll have a dazzling array of moves at your disposal. Fans of beat-'em-ups should put this at the top of their shopping list, and most other arcade players should put it high in their must-have games list. Unashamed yet complex violence is something you don't see often, as do yourself a big favour and take a look at the best -

Budokan

Warren Lapworth

GAME.....BUDDHAN-THE
MARTIAL SPIRIT
PRODUCER.....ELECTRONIC
ARTS
VERSIONS.....
PC.....C24 99

PC

Attractively drawn gates and courtyard set an idyllic Japanese scene. Combat backgrounds are beautifully drawn. Heron stalks the garden picking at plants, squirrels scurry down trees and clouds move with the wind. The sprites are realistic and well animated, conveying the action with energy and smoothness. Audio supports MT32, Adlib and CMS boards, but even with a standard machine there are some beautiful sampled cries to listen things up.

MARTIAL AIDS

Karate - the most famous of contact sports isn't Japanese. It was developed by the warriors of the island Okinawa who adopted it from *kung fu* and named it *Te*, meaning hand. It was only used by the Japanese in the 20th century who renamed it *Karate* - empty hand.

Kendo - the *Karatists'* most important weapons were their swords. Only they were allowed to use them and, although finely crafted, their razor-sharp blades could make friendly practice weapons a little dangerous. Bamboo practice sticks were adapted and strengthened with leather to create the strong yet relatively safe weapons used today.

Hurumaki - *hurumaki* consist of two circular, hexagonal or octagonal sticks. Each is about one and a half feet long, connected by a chain or cord. Some experiments spin the device around and over limbs to immobilise their opponents. It displays the fantastic speed of this weapon.

Bo - a *bo* is a long oak stick approximately six feet long and usually held with both hands near the middle of its length, but sometimes also held with a sword like grip.



DATTEL ELECTRONICS

UNBEATABLE
VALUE



**THE ANSWER TO
YOUR DISK
DUPLICATION
PROBLEMS**

**CARTRIDGE CONNECTS TO
PARALLEL (PRINTER) PORT
ON BOARD CUSTOM LSI CHIP
MAKES THIS UNIT EXTREMELY
SMALL & EFFICIENT.**

ONLY £34.99

COMPLETE HARDWARE/SOFTWARE
PLEASE STATE ST OR AMIGA

SYNCHRO EXPRESS

- ▼ SYNCHRO EXPRESS IS A HIGH SPEED DISK DUPLICATION SYSTEM THAT WILL PRODUCE COPIES OF YOUR DISK IN AROUND 50 SECONDS!
- ▼ Synchro Express requires a second drive & works by controlling it as a slave device & ignoring the ST or AMIGA disk drive controller chip whereby high speeds & great data accuracy are achieved.
- ▼ Drive drives selection for Start Track/End Track - up to 80 tracks. 1 side, 2 sides.
- ▼ Very simple to use, requires no user knowledge.
- ▼ Also duplicates other formats such as IBM, MAC etc.
- ▼ Ideal for clubs, user groups or just for your own disks.
- ▼ No more waiting around for your disks to copy.
- ▼ Probably the only duplication system you will ever need!

LATEST CUSTOM LSI CHIP TECHNOLOGY

- ▼ By using an on-board custom LSI Chip, Synchro Express has the power to transfer an MFBI image of the original disk directly to your blank disk - quickly, simply and without any user knowledge. One external disk drive is required*.



CUSTOM
LSI
CHIP

**SYNCHRO EXPRESS IS AVAILABLE FOR BOTH THE ST AND AMIGA
SYSTEMS - PLEASE STATE WHICH REQUIRED WHEN ORDERING**

If you don't have a second drive we can supply
SYNCHRO EXPRESS together with a drive for

**ONLY £104.99 (AMIGA)
ONLY £119.99 (ST)**



**POWER
BY
DESIGN**

BLACK STIFFNESS IN OUR DISCUSS
HAPPY WITH THE LATEST
DESIGN (MOUNT) DISCUSS (MOUNT)
DISCUSS (MOUNT) DISCUSS (MOUNT)
FOR A BOUTE DISCUSS
DISCUSS (MOUNT) DISCUSS (MOUNT)

WARNING 1984 COPYRIGHT ACT

Don't reproduce without permission the use of a product under the
copyright of copyright material.

WARNING 2

The back up features of this product are designed to protect only software used as
public domain material, not source code programs or software where permission to
make a back up has been directly given.

It is illegal to make copies, even for your own use, of copyright material, without the
permission of the copyright owner or their licensee.

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HOURS

HOW TO ORDER ...

BY PHONE



0252 744707

8.00 PM-8.00 PM
Kendal, Lanc.

BY POST



Send cheque/PO made
payable to
"Datatel Electronics"

FAX

0252 744703

24 HOURS POST FREE
8.00 PM-8.00 PM
Kendal, Lanc.

ORDER AND DELIVERY TIMES CORRECT AT TIME OF PRESSING
AND SUBJECT TO CHANGE WITHOUT NOTICE

CHECKLIST: ORDERING - Please ensure goods to telephone price in stock

DATTEL ELECTRONICS

DATTEL ELECTRONICS LTD., PENTON INDUSTRIAL ESTATE
BAYVIEW ROAD, PENTON, STOKES-ON-TRENT, ENGLAND.

SALES ONLY
0252 744707

TECHNICAL ONLY
0252 744704

E EXCLUSIVE EX

machin

STA
PLA



GATES OF ZENDAICON

First hands-on review of an Atari Lynx game by our special reporter, Marshall Kossuthal, in America

Fancy doing battle with hordes of crafty aliens inhabiting the Galaxy and generally getting up to no good? 'Cause that's what *Zendacon* is all about. Search and destroy. Stand by for the ultimate in fast-moving shoot-'em-up action. It's an epic game even though it's viewed on a screen roughly 2 inches square.

You're just the being for the job, equipped with a sleek star ship, a rapid fire laser, temporary shields, and some nice fat torpedos. *Gates* doesn't have a fancy opening sequence — just a simple static introductory screen from which you

can select certain options (like difficulty level). You're in your starship, a craft that must travel across the playfield (on level one it's a simple star pattern) and avoid or destroy any nasties inhabiting the real estate. Alien ships appear all too regularly to take a jolt shot at you. There's also plenty of floating debris that'll turn your cruiser to toast given the chance. Some of the space debris is so small that it takes a jolly (proper) keen eye (ho, ho — GG) to spot it.

The upper right of the display shows off the score plus the lower left informs you of the number of ships remaining.

Rapid depressing of the A button shoots lasers and also drops torpedos which are downward. You can drop as many of these babies as you want too.



shin
AK
YEI



those more interested in blasting everything is right will opt for toasting down the A button. This jettors out laser fire, but leaves you the ability to unleash torpedoes. Of all the weapons at your command, you'll find the torps most useful — especially as there are a lot of places where you just can't get through without them. They come in handy when dealing with a battle or a flying mine that homes in on you — it's a lot easier to drop a torpedo on someone's head than force him up front. Your ship is fast only when you look at, but takes its fair share of punishment. You've got shields for quick protective bumps — but they're not usually enough to keep you going. It's best to let all your ship when you're hit. Rather than pointing in a glowing target, you can survive substantial damage. You might just lose the extra blaster you picked up, one of your wings, some of the superstructure or even your lasers. It's a great way of doing things because it means you can get further in the game, and even repair some of the damage as you go along. Backgrounds are different for each level, and some are plain white. They move constantly both left to right at a moderate pace. One of the best levels has a background resembling that scene — much winner than the star pattern in outer space. There's also a level

which reverses the colours, giving weird and psychedelic effects like magenta and black explosions.

Each level ends with the appearance of a gate (hence the name), which allows scores to a Star Base and the next level. Of course, avoiding these intact can be tough when you're confronted by enemy attack saucers, mini missiles, and flying mines all the way. At the end of each level you'll find a particular breed of nasty, survive all this and the entrance port of the Gate will finally come in sight. The end-of-level guardian and you'll get through to the next round.

Completing a level results in a password which means you can start at the level you died on by entering the code. Every five levels brings you head to head



with a chief nasty — some grandchildren not going anywhere and definitely out to ruin your day. He usually takes up the entire level and keeps dogging you until you wipe him out. Or, as is more likely, he wipes you out. Music and sound effects are very good. An option turns off the music which fortunately doesn't affect sound effects. Explosions go boom, lasersizzle and background sounds like those in the figure 8-like spot give the game a Star Trek-like feel.

For a game that plays on a two-inch square screen, Zendocon is remarkably sleek and sophisticated. The not-stop bullet-splating action is guaranteed to keep you hooked. That reminds me, that ship on level 12...

Marshall W. Rosenblatt

FAST FACTS

Amiga are used to develop Atari Lynx games because IBM Main, the Lynx hardware designed, created the Amiga and is famous using the Amiga's operating system than the ST's OS M. It's really because Atari has to call Commodore Amiga to Atari Lynx development.

GAME.....GATES OF ZENDOCON
PRODUCER.....EPYX
VERSIONS.....
ATARI LYNX.....\$59.95

ATARI LYNX

A lot of craftsmanship has been put into the design, even when dealing with tiny objects. Colours are used effectively — everything is recognisable, even on such a tiny screen — and the background is unobtrusive. The 16 colour palette changes between levels, the only one not changing the state of the ship. One criticism for the graphics is that it's a good idea to get behind a ship of the sort as moving around, it's a bit more like a game of hide-and-seek. On a lot of systems, objects start blinking down when they first appear on screen. It doesn't happen here. For one of the first Lynx games, Zendocon is incredibly sophisticated. It's a bit late now that the game to go down as a classic in Lynx entertainment.

HAND JOB

What? Where? How? When? If you find out, please tell us. But seriously, Atari's colour Lynx hand-held console — or, perhaps as Sam Thomson calls it — is due for imminent release. That other means you won't see it until next year or you won't see it at all. Perhaps that's a bit harsh. The Lynx is available in the States now and Atari has been promising to deliver the goods since September 1989. Could be you'll be putting your hands on a machine around Easter time.

The Lynx has a resolution of 160 by 100, a palette of 4096 colours with a maximum 16 colours on screen, stereo sound and like the Game Boy — even plug-in cartridges. Lynx already sells in the States for \$179.95 while the game gets to \$39.95. So when we establish California, Games flow with the system, like Lightning, Incredible Mission, Monster Demolition, gates of Zendocon, Time Objects & Treasure Chests. And as you can see, we've brought you the reviews of most of them first.



Over the pond and far away, our US correspondent (and part-time Daley Thompson look-alike) Marshall Rosenblatt gives you all the hand-held console gaming info you need to know.

Reviews

SPACE ACE

Earth is yet again under threat, but this time from a psychopathic blue alien robot. Sorry. Wait... no, no, Commander Blue Technoscout Yearn (that's enough silliness - Ed) plans to use his diabolical Infanto-Ray to reduce the human population to infants. Only two people have the courage to stand against him: you (Space Ace) and

your lady friend Kimberly. Of course, you can trust a woman to screw things up - Kimberly gets kidnapped and, in the process, causes Ace to be hit by the Infanto-Ray. Ace, in his postnatal after-ego, Dexter, now has a big problem in his hands. Well, let's just say he no longer has anything big to fuss about.

Dexter, now Ace, has to save the day by





■ Whilst Ace is your typical square jawed hero, Kimberly (his beloved girl friend) is anything but typical. In most games the heroine screams, faints and asks a lot - in Space Ace Kimberly is gutsy. In Dragon's Lair the heroine squealed 'save me' before fainting for the umpteenth time. In Space Ace Kimberly shouts 'GET ME OUT OF HERE' in poor old Daxder's ear hole (and looks more than happy that nasty old Boef has got his clumsy paws on her). Imagine, if you can, a cross between Joan Rivers and Genghis Kahn - that is Kimberly.

machine

STAR
PLAYER



GAME.....SPACE ACE
PRODUCER.....READYSOFT
.....EMPIRE
VERSIONS.....
AMIGA.....£44.99
ATARI ST.....£44.99

AMIGA

Well, at least the amount of disks has let out from six to four. But £45 for a game - eh, it's a bit steep. Like Dragon's Lair (reviewed in issue 16), Space Ace is very close to the coin op. The graphics are enormously impressive - and the animation is absolutely astounding. It's like watching a cartoon. The fabulous Dragon's Lair transformation scene is missing, but there's still only one result you can fit on four disks. Speed is certainly straight from the arcade machine, and some of the jokes and speech are brilliant (especially the opening voice! But as for laughs you. Some if you will no doubt be annoyed at the limited part you play in the game. As mentioned earlier, you only control Ace's reaction to situations. For hardened blood anything that moves late this will prove very frustrating. The game's no pushover - a foot on lateral flours to reach halfway mark even with the handy hints supplied to make a previous's life easier. Parts of the coin-op will doubtless love Space Ace.

WHO'S THAT MAN?

The person behind both Space Ace and Dragon's Lair is Don Bluth. When he was just a wee wee Bluth, Don developed a passion for animation cartoons. He developed his skills by going to the local cinema each week and studying the latest Disney cartoons. He also copied many Disney comic books he could find. His big break came when he was accepted in 1964 by Disney studios as assistant to veteran animator John Lustig. After a year and a half Don realised he wanted to see more of life and disappeared from the animation scene until 1967 when he joined Flitcraft Studios as a layout man.

In 1971 he joined Disney and took part in their training program for animation. In the eight years he was with Disney, Don had a hand in creating Robin Hood, Stone the Cold and Tiger Too, the Rescuers, Peter's Dragon, and the Fox and the Hound. In 1979 he again left Disney and went it alone, and after working on several projects he joined forces with two other companies to form Magnum. The new company's first project was 25 minutes of animation for Dragon's Lair, the first interactive laser disk arcade game. They followed this in 1980 with the 25 minutes of animation for Space Ace - the rest, as they say, is history.

Space Ace is reportedly 30% faster than Dragon's Lair, mainly because Bluth received reports that college students were close to completing his first game. He had hoped that it would take them for a few weeks, although he had purposely made Lar fairly easy. Don was determined to make Space Ace harder - and, with the many monsters, traps et al that Ace has to surmount, it looks like Don Bluth has gained his revenge.

Unfortunately laser disk games are very delicate. With all the nasty little kids looking the cabinets in frustration, Space Ace didn't survive for very long. You might be lucky and find a

cabinet sitting in the dirt and dingo corners of an arcade or two - hell as if you do. Don't fret if you can't find Space Ace or even Dragon's Lair because Don Bluth, even as I write is that what you call a kid, is on the verge of releasing a new one. All we know at the moment is that it is called Time Warp. Space Ace was a masterpiece in its time (and still looks fresh today), but Time Warp should be something else.

Reviews



rescuing his girls from the clutches of Duke Rag (Gren, I said no more fluffy items). Well, And, naturally, restore his parts to their former glory... oh, and save Earth.

Space Ace is very similar to Don Bluth's earlier creation, Dragon's Lair. As in Dragon's Lair, you don't control all the hero's actions; just his reactions to situa-

tions that arise.

You start the game in your Dexter guise with Hawk hovering protectively close to you on an anti-grav platform.

Throw Up that's it, you're dead - full, being the means that he is, takes pot shots at you as you leap around dodging the deadly light rays. Next you have to dodge

the sleeping feet of a floating robot as you race to your spaceship.

After a run in with another couple of robots, Dexter blasts off and heads for Berf's space station. Once on terra firma, another really much monster tries to turn Dexter into lunch. A quick flick of the wrist turns Dexter's leg into a porcupine fly-up. A crumbling bridge is the next hazard, and one slip here sends you tumbling to your death. Purple monsters now take Ace to be lunch, so a brief scuffle and the fight later Dexter stands at the mouth of a cave. The cave leads to Berf's lair, but first his security dogs have to be out-paced.

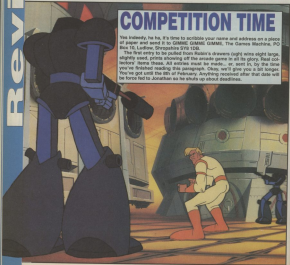
Without giving the whole game away, Space Ace is crammed with high resolution animation sequences and sampled sounds. It's creators, ReadySoft, reckon there are 25 minutes of animation in the game! Without doubt it's an epic - a feature-length cartoon in playable computer form. Astounding. If you want to see your machine being pushed, then take a look at Space Ace. You won't believe your eyes or your ears.

Mark Casswell

COMPETITION TIME

Yes, indeed, he he, it's time to scribble your name and address on a piece of paper and send it to GIMME GIMME GIMME, The Games Machine, PO Box 18, Ludlow, Shropshire SY8 1DB.

The first entry to be pulled from Rustin's drawers (right wins eight large, slightly used, prints showing off the arcade game in all its glory. Real collectors' items these. All entries must be made... er, sent in, by the time you've finished reading this paragraph. Okay, we'll give you a bit longer. You've got until the 15th of February. Anything received after that date will be force fed to Jonathan as he shuts up about deadlines.



KNIGHTSTM OF LEGEND

It has taken more than eight calendar years to create *Knights of Legend*, the crowning achievement in medieval fantasy and role playing. We've developed the most comprehensive combat system ever, surrounded by a meticulously crafted world of strategy, action and emotion. The lands are filled with hundreds of unique personalities and dozens of towns and hamlets - and the people are filled with spirit, conflict and honour.



IBM/compatible version



M I N D S C A P E

Available for: IBM/Amity/compatibles, Commodore C-64/128, Amiga, Microsoft/Coming soon for Amiga and Macintosh

For further information on Mindscape products and your local Dealer, contact:

Mindscape International Limited, PO Box 1019, Irvine, East Sussex TN39 4PW Tel: (0444 486) 344/340.



ORIGINTM
We create worlds.

POSTAGE & PACKING: 1-3 ITEMS FREE & OVER MORE \$3.00

EXCLUSIVE

ELECTRO COP

EXCLUSIVE First hands-on review of an Atari Lynx game by our special reporter, Marshall Rosenfield, in America

You're a part mechanical, part human police officer (much like RoboCop) assigned to rescue the President's daughter kidnapped by a mad Robot and imprisoned within a fortress. You've only got one hour in real time to accomplish your mission.

On entering the fortress you'll notice



■ Some of the backdrops are fantastic. Just look at this one, a mixture of circuitry and silicon. However...

Here the graphics give the game an excellent 3D perspective. It's very convincing. There are long corridors to lead through which are heavily infested with robots. The robots have a remarkable resemblance to the Walkers in Star Wars.

You're a laser to destroy the mechanical minotors, but some robots don't blow up too easily. By searching the corridors it's possible to find extra weaponry which will give the metal machines a real headache.

It's a good idea to remember the location of weapons: you soon run out of free power and robots have an annoying habit of knocking your weapon from your hands.

Robots that aren't in your corridor are shadowed - you can see that they're there, but you can't do anything about it until you're in their corridor or they come

into yours. You can wait by open doors and blast anything that passes through. Great fun! Darts towards the right of the display monitor the charge remaining in the gun and your life expectancy.

Level one has an elevator that must be accessed. There's a computer terminal nearby, and turning it on gives you the opportunity to do a few things besides trying to crack the code that will open the elevator. Here can be found a series of folders. One has lots of information on the various robots inhabiting the fortress - an essential read. Another folder holds information on special programs that could prove useful once you know what they do, and you find a place to use them. There's even a medical kit so that you can repair yourself.

Remarkably, there's a games folder in the computer. This contains a word puzzle and colour version of Asteroids and Breakout (two of Atari's best from the old days). Of course, the timer is still counting down, but at least you'll still make you a dull electro cop...



■ There are times when too much of a good thing can be a bad thing (er) - bug. You're almost invisible against this complex background.



GAME.....ELECTRO COP
PRODUCER.....EPYX
VERSIONS.....
ATARI LYNX.....30 95

ATARI LYNX

The 3D effect is great. And some walls are composed completely of circuitry and silicon. The results are fantastic. The opening music, which plays right through the game, sets the right tone for this futuristic romp. The sound effects are also good. The graphics of robots, weapons and corridors in kind of neat but boring. All the unexpected bugs are enjoyable too. There is one problem though, you don't stand out enough from your surroundings. While the game is enjoyable, it doesn't have enormous depth and you find yourself doing repetitive tasks.

FAST FACTS

The best weapon to get is a combination mechanism which places a barrel on your forehead and in your hand. It's got double the fire power of most, and is difficult for the robots to dispose of.

Strategy takes a back seat to the action, at least while robots run amok. Animation is fluid, with all the sprites moving reasonably rapidly. The fortress environment has a really great high-tech feel to it. For the first 3D hunt and kill game on the Lynx, it is remarkably polished. The strategy element isn't particularly taxing, but it's got enough unexpected elements to keep you interested.

Marshall Rosenfield

■ You've just wiped out one boss, but you can feel there are going to be plenty more round the corner.

[illegible][illegible][illegible]

© 2000 Blackwell Science Ltd *Journal of Internal Medicine* 247: 399–406

PC ENGINE SERVICES

[illegible]

For software please add £1.00 per copy.
There are no postal charges for machines and accessories.
We also accept **LETTERS** and **CDs**.

Abstract



E-TYPE

If you're fed up with foreign sports cars and Formula One cars dominating the racing scene, here's a release that will be a welcome change for your domesticated petrol-hater. A good old British 12 cylinder, 5.3 litre, V-12 E-Type Jaguar is the beast you get to drive. Before burning rubber, you can choose the game's skill setting, mouse sensitivity, volume, and gear type (automatic or manual). Automatic gears make the tracks easier to negotiate. Finally, you get to choose the race track (see how below).

You're up against tight time limits - the aim is to cover as much distance as possible within them. Time remaining after completing a track is used on a bonus stage. Obstacles, other road users and the course itself present many problems; the delays they cause waste precious time. Crashing damages the vehicle and if it's handled too roughly breaks down completely. Ah well, back to the driving board... E-Type doesn't break any new ground as far as racing games go; it simply refreshes old and familiar ideas. This isn't too much as what it does, it does well. With both variable skill level and mouse sensitivity, game difficulty can be tailored to your requirements.

Part of E-Type's appeal lies in its humorous touches. The driver and his

designer - see later! with a real sense of speed and fun, get to E-Type's ignition key.

Warren Lapworth

E-TYPE TRACK DESIGNER

£16.95

The usual tracks too difficult? Too easy? Not wacky enough? Loading this into your Archie lets you create a new track or adjust a ready-made one. Obstacles can be positioned anywhere on, or by the side of, the track and in any combination. Curves and slopes can be as wild or plain as you choose (as curve settings and 20 height possibilities), and the road can be any of nine widths. In short, a designer that's fairly easy to use and whose results are only limited by your imagination. The perfect companion to E-Type.

GAME.....E-TYPE
PRODUCER.....THE FOURTH
DIMENSION
VERSIONS.....
ARCHIMEDES.....£19.95

ARCHIMEDES

An attractive E-Type logo appears before the game. Unfortunately, like the rest of the game, full use of the machine's capabilities did not make. That doesn't mean to say it's a bad-looking game; backgrounds are pleasant, sprites are realistic and most obstacles are good (some are scary). The road itself moves in smooth perspective, but the use of stripes on the landscape is a bit naïf. The worst thing is that, at some speeds, roadside features appear to stand still and sometimes move backwards. Sound effects are a collection of quality samples.



THE TRACKS OF MY TIRES

Lakes - rolling undulating slopes and gentle curves are backed by a scenic view of mountains and forests. There are most of the track, but there's plenty of water too.

Antarctica - snow, and lots of it, which someone has been busy making dozens of snowmen with. Another fairly straight forward course but a bit strange; sand, pillar boxes and policemen in Antarctica!

Breasts - nothing for you, pervert, but gorgeous rural scenery. Rolling hills and fields appear in the background; gaily comes rain the illusion. Some long, tight curves (most with water on at least one

side) are likely to get past. Take your water wings.

Swans - wind, and lots of it. There is a jarring series of bumpy hills, but the scenery will take your mind off it. Rhynas and the Optima are beautiful, but British Bobcats, gales and towers.

Moonlighting - TV series in which Bruce Willis stars. Also a race track in E-Type. Unfortunately the darkness makes road works hard to see. Still, you can't miss all the huge boulders someone's dumped on the freeway - and if you break down there are plenty of phone boxes around.



girl friend are thrown out their seats when they crash, the car's wheels sometimes collapse, road cones spin through the air when hit, and policemen utter a strange sound when you run over them. For challenging races (made more difficult or easier with use of the track

Reviews

NEVER MIND

What an odd name for a game. It could be anything, really, couldn't it? But no, *Never Mind* is a puzzle game spread over 250 screens.

A level is completed by rearranging tiles on a wall to create a sensible image. Everything is viewed in stunning isometric 3D.

The pictures or pictures that form part of each isometric 3D scene have to be completed by swapping over the tiles

and which to swap. When first tackling a level, the destination of each warp square needs to be found and remembered. This task would be no problem, and indeed no fun, there wasn't a time limit. The time limit injects urgency and excitement to the game.

The tactic gameplay is complicated by the chess pieces (you'll soon be carrying them) and the control system. Left and right rotates, forward walks and back uses a warp square. It's very easy



to pull back with the intention of walking in the opposite direction - instead you waste time going through the warp and back again to where you started. Isn't fantastic this problem can be extinguished?

Never Mind's emphasis is on arcade speed and reflexes as well as puzzles. It shouldn't put off action freaks wanting to use their brains a little. An unusual game design with an addictive appeal.

Warren Lapworth

Later levels are designed as groups of islands linked by causeways; after a while the causeways drift away, dissolving tiles wear away as they're walked on and transporter tiles whisk you to a completely different location.

Never Mind's puzzles are generally top-down oriented — you have to work out which picture square to use to fill spaces



GAME.....NEVERMIND
PRODUCER.....PSYCLAPSE
VERSIONS.....
PC.....\$24.95
AMIGA.....£19.95
ATARI ST.....£19.95

PC

Precise angular structures stand out well. Colour is dull and the images sharp. The images are all 320x200. The main sprite is large and navigable — it doesn't really stand with the rest of the game. And it's not very pretty. Sound is like more than a few grating beeps.

AMIGA

There's a help icon which allows you to see what completed pictures would look like. Colour is dull, more easily than other games. The main character is more professional looking. The main character is more refined than the PC character and walks enthusiastically. Sound effects are flat, but very music side sparkle.

to pull back with the intention of walking in the opposite direction - instead you waste time going through the warp and back again to where you started. Isn't fantastic this problem can be extinguished?

Never Mind's emphasis is on arcade speed and reflexes as well as puzzles. It shouldn't put off action freaks wanting to use their brains a little. An unusual game design with an addictive appeal.

Warren Lapworth

CLOWN 'O' MANIA

For many years Beepo the clown has made thousands of people very happy. But unfortunately he has never really had the chance to save any money. Things change when one night Beepo finds an old map that points the way to a strange land teed with precious jewels. On arriving at

ge, blue coloured pyramids can be collected to block off areas and prevent monsters getting close to Beepo. Beepo will complain that the game is little more than a very pretty Pac-man clone, but I liked it.

Mark Cassell



this magical land, Beepo finds more than he bargained for.

Jewels are scattered around platforms, many of them at different levels, and all are above the ground. This means you've got to tread carefully otherwise you'll fall off the edge. A variety of contraptions are available to help Beepo on his travels. For instance, ladders connect platforms that are close together. For their effort to get at islands, less obvious means are available. Teapots move you around when you walk into them and barrels propel you down to platforms below. Apart from the jewels, other objects present themselves for collection. Some, like razors, can be used as a weapon against the nasties. Others, like the thing that looks like exploding spheres, can be used to jump to certain platforms. Other objects award bonus points. The monsters that inhabit the magical world aren't too happy with Beepo's existence, so they tend to chase with extreme zeal. Beepo isn't initially armed, but by collecting the razors he can give any stray nasties a nasty headache. Alas, if he has enough ener-



GAME.....CLOWN 'O' MANIA
PRODUCER.....STARBYTE
VERSION.....
AMIGA.....£19.99

AMIGA

From the subtle Clown 'O' Mania is great fun. Graphically the game is superb. Especially the clown's outfit and the myriad of nasty creatures out to kill him. The first few levels are simple, but later and require you to find or invent complex sequences. Sound consists of a great range of plays throughout the game and a short background score as Beepo is killed. The loading music bears a close resemblance to the city on Clowns (Banan) game. Stay well... er, well.

Beepo BITS AND PIECES

There are many objects available to help Beepo. Beepers - transports you from one point to another. Runes - useful as weapons against attackers. Jumps - essential for reaching out-of-the-way platforms. Pyramids - two types appear. Blue merely block the path while white destroy enemies. Teapots, Wagons, Planets - move you to different parts of a level. Clown Masks - extra life. Power Pits - traps monsters for a set amount of time.

FAST FACTS

On certain levels you'll find these numbered or coloured plates. You'll be rewarded with 10,000 points by solving the plates to have the same numerical value of colour.



DRAKKHEN

GAME.....DRAKKHEN
PRODUCER.....INFOGAMES
VERSIONS.....
AMIGA.....£29.99

AMIGA

Well, Infogrames have done it again. After the excellent *Sim City* reviewed last month, RPG fans are now presented with *Drakkhen*. You don't have to be an RPG fan to enjoy the game; it opens a lot of almost everything in the game to cater for all tastes. Presentation is excellent - the 70 page novella that sets the scene for the game is a masterpiece of atmospheric prose that makes you feel as though you were there. They say you're supposed to be reviewing the game - Ed. Originally and somewhat *Drakkhen* is very good, the monsters that attack you come in many guises (there are over 100 different types). Both character and enemy sprites are well drawn and nicely animated. Some of the sound effects that accompany attacks are truly frightening - a good example is the howling noise heard when attacked by the huge dog-like beast. *Drakkhen* is similar in style to Empire's *Sleeping Gods* Ltd, but it contains so much more.

Know that, Prince that between the years when the seas drank Atlantis and when walked the Earth, dragons reigned supreme. But now the Drakkhen race is all but dead! - indeed, the last great dragon has just recently been slain by an ancient knight. With the dragon's last foul breath, a message so terrible was uttered. A new age dawns - the age of the dragons, the Age of Drakkhen (what are you talking about? - Ed). Maxine didn't realise the threat it was under until a ship called HMS Shaddock rescued them far away lands with a striking tale. A wizard, one of the forgotten survivors, told of the ship coming across an island populated by Drakkhen. It was, reported the Wizard, the dying curse of the great dragon that re-awakened the Drakkhen and set them on a rampage against humans.

Led by Drakkhen princes, the lizards decide to conquer humans with swords. Of course this can't be allowed to happen, so four brave adventures must venture forth, rally to and all that stuff, to stop the Drakkhen from running riot. You have the choice of either playing with the characters provided or creating your own from scratch. The four castes represented are fighter, priest, magician and scout. Each can be either male or female. The first task upon arriving on Drakkhen island is to arm your heroes; this is achieved by clicking on each character icon placed in the top left hand corner of the screen. You are presented with each character's statistics (health, stamina, strength, and so on), and a list of the items carried. Items in red are

either being worn or in the characters' hand; green denotes they are being carried.

There are two means of character movement; either individually or en masse. As you explore the island you'll notice some very sharp climate changes, so one minute you could be wandering through a pleasant green landscape and the next up to your knees in sand or snow. On



your travels you'll meet other characters - some just want to chat and can pass on info vital while others will go all out to kill.

With the aid of nine command icons you can inspect items, take objects, activate mechanisms (game drawbridges, for instance), greet strangers, impress

strangers, question strangers and if all else fails kick the doggy poo out of strangers.

The fate of humanity is in the hands of your four brave adventurers. Can you save the World? Probably not. But you can save your pennies to get this RPG.

Mark Corwell

X-OUT

It's got one thing straight before we go any further, the game is not named 'Cross-Out' and not 'Ex-Out'. Thank you.

The aliens you've got to rub out come from the far reaches of space and—in the tradition of the latest horror movies such as the *Alien*, *Leviathan* and *Deep Star Six*—the monstrous creatures take to the oceans, a habitat much better suited to their slimy skins. To reject the aliens' assaults, a project called *Deep Star* was initiated. But, thus far, it's been a resounding failure. So guess who's been drafted to ensure the project turns into a success?

With *Design*, Man's most advanced technology at your fingertips, you prepare to lead the latest reinforcement. You have a limited amount of cash to spend at an armory on essentials, like a battle ship. There are four ships to choose from, and they come in four different sizes. Each can be fitted with between three and 12



weapons, depending on the ship's size.

Once the ship is positioned on the design grid, you can choose from:

28 different types of weapons. There are three strengths of shot (these can fire in one, two or three directions simultaneously), three strengths of guided missiles, a bouncing bomb and a smart bomb. Mines can be fired in straight lines or arcs. An incredible achievement considering you're underwater!

Six drones can be fired to any vertical position on your ship and travel at the same speed as your craft. They fire automatically. Drones can be sent out and retrieved at any time. Unfortunately collecting the drones is a hassle as you have to fly over

them. But if you buy a drone collector one key press will recall them at instantly. Money solves all problems.

There are six different forms of outboard satellites — multiples to you and six. Main satellites stay at fixed points around the ship, vertical ones move up and down. Oval, large, small and half circles move in fitting paths around the ship. Homing satellites head for the nearest alien.

As many ships as possible should be armed before launching into a level. The levels are much like any other horizontally-scrolling shoot-'em-up with countless waves of aliens. Huge end-of-level monsters are inevitable (although *X-Out*'s are original in design), but purchases aren't

pulled — there are big mid-level monsters too.

Between levels you get a chance to visit the armory; new ships and weapons can be bought with cash earned or gained from trading in used hardware.

X-Out is one of those over-rated, but always rewarding, shoot-'em-ups that is best described as classic. Presentation is fantastic — realistic better than in the armory. As the ship's armor builds away in the corner, the only hint to the diversity





and sheer power of your ships is your imagination—and your spending power.

The variety of weapons is highly commendable; the range of satellites that passing, and the originality in some of the weapons a treat.

You can search for powerful combinations of weapons and stick them on all your ships, but 8-Out's versatility shows itself when you mix-and-match: having different capabilities on an unarmed ship makes losing a life much less irritating.

Lives can be difficult to hold onto in 8-Out, particularly when facing the outrageously big monsters. Minimal creatures with cheap skulls, robotic wallfish, long-armed crab and lesser assistants all make their mark and are a constant to see and an even greater one when killed.

8-Out takes elements from other shoot-'em-ups, coin-ops and originals alike, adds bits of its own and wraps it all up in quality presentation, pretty graphics and great sound. What more could a trigger-happy gamer/player ask for?

Warren Lapworth



GAME	8-OUT
PRODUCER	Rainbow Arts
VERSIONS	
	Amiga £19.99
	Atari ST £19.99
	Commodore 64 £19.99 case
	£14.99 disk
	Spectrum £9.99 case
	£12.99 disk
	Amstrad CPC £9.99 case
	£14.99 disk

AMIGA

8-Out starts very well, with a dark, dimly lit shaded gold glowing 'Get ready for Gamestart!' He pushes a throttle forward while controls all around his cockpit flash and blip. The scene then changes to a hatch that's been built into a rock face. The hatch opens and an armed like ship emerges and speeds away. All this is accompanied by dramatic music, which sets the context much created using the 68000 sound system built into the Amiga's custom chip set and many to use its more more processing by the mid-1980s standards. In the game itself, scrolling is silky smooth and graphics are all bright and colorful. Some sprites are short on detail but others, like the armed player ships and impressive large monsters, make up for it by being really well done.

SOUND ON SOUND

The TFMX (it's something in German which I can't pronounce let alone write) music development system used to such impressive effect in 8-Out was developed over two years by Rainbow Arts' sound machine Chris Holwood. Chris's aim was a simple one: produce the best sounds possible using as little memory and using up as little processing time as possible. He's managed to do this, 8-Out's 68000 music takes up 60K, and in-game effects and samples less than 20K. The music playback routine takes up only 16 clock lines (the time taken for the computer to draw 16 lines of pixels) of processor time. TFMX can be loaded into any part of the Amiga's memory and can use 256 samples simultaneously. Effects like vibrato, portamento and reverb can be added to sounds. Also, TFMX can distort and reuse sounds in countless ways, even reacting to fit the particular game situation.

16 INTO 8 WILL GO

Ex-Ellis programmer Byron Hisscox, perhaps best, has been given the tough task of coding the Spectrum and Amstrad conversions of 8-Out, a job that's been given just three months to do. But he's quietly confident: his colleague, Paul Walker, at Arc Developments is looking after the graphics side of things.

Paul and Byron have co-produced the Spectrum and Amstrad conversions of US Gold's Forgotten Worlds. The

graphics and flight patterns of the 16-bit 8-Out will be converted directly to the 8-bit machines. This ensures, says Paul, that both the look and playability of the Star Player original will be maintained. In their next project, Paul and Byron will be creating up American streets in Crackdown.



HARD DRIVIN'**Tengen/Domark ■ Amiga ■ £19.99**

Reviewed TGM005

Probably one of the most eagerly awaited arcade conversions of the year is, frankly, only additive. The Amiga's sound and graphics hardware really make this game shine. Every bit as good as the Spectrum and ST versions reviewed last month, this one game you don't want to miss.

Warren Lapworth Machine update 90%**AMEGAS****Smaash 14 ■ Amiga ■ £4.99**

Yet another variation of Break Out: an obvious fact that the game feels alien to it in the instructions. Mouse guides the ball and deflects a bouncing ball into a pattern of bricks, destroying them one-by-one. Same bricks release a gold which, if collected, empowers the ball with such useful abilities as laser fire, magnetic and extra balls. As levels are completed, special bricks are introduced, like speedsters, killers and exits. Amegas has a chunky, old-fashioned look to match its sturdy, old-fashioned gameplay. Backgrounds are garish with repetitive patterns. Bricks and pots are just plain redaction and the ball is a variation on the Atari design. If you've played one Break Out/Helixball, if you've played pretty much played 'em all, Amegas certainly doesn't stand out in the crowd — translated into the ground by it, more like. It's really entertaining for a short time (that is, for about three games), but isn't worth the asking price, but through it is. Amegas is not the sort of game that should be locked onto an Amiga.

Warren Lapworth Machine rating 21%**HELLRAISER****Excel ■ Amiga ■ £19.95**

Reviewed TGM002

The Amiga version of Hellraiser is here, though to be honest I needn't have bothered. The game is as bad as the ST version: the graphics are in no way close to the Amiga's capabilities, and gameplay has all aspects of a major road accident. Do yourself a favour and steer well clear of this.

Mark Caswell Machine Rating 35%**SUPER PUFFY****UNSoft ■ Amiga ■ £24.99**

Reviewed TGM015

Puffy and Puffy are back in the maze fighting for their lives in the Amiga version of the cute Pacman-style game. Graphically and sonically the game is great. If you've seen other versions — and I'd bet you have — you'll like this version even better.

Mark Caswell Machine update 81%**SUPER CARS****Gemini ■ Amiga ■ £19.99**

Bel you wondered where Ron and Nancy got to after they left the Whitehouse? Well, they're in Gemini's latest release wearing

the new deck. Actually, I lied. It's another Ron and Nancy at the desk, but it grabbed your attention didn't it? (No! Now get on with it — *lick*). Super Cars is a three stage racing game in which there are no rules. Each stage consists of nine tracks, and you must finish each track in third position or better to move on to the next. There are three types of car on offer: Tengen Neoprot, Vaux Interceptor and Aston Martin Turbo. You start with a 1.8 Tonno, but as you build up the cash reserves you can enter the shop and purchase a more powerful motor.

You start the game with 10000 cash, so a new car is out of the question to begin with. By visiting a garage you can buy power steering, front and rear wipers, a turbo charger. It's then onto the race proper.

The track is a tortuous one, so drive like a loopy ball watch you don't crash too often from the wall and your chances of fame and fortune. Super Cars is graphically very good, though the characters look very

Cinemaware-ish (sorry Gemini). Sound is also good with a funny tune playing throughout. Despite the presentation, obviously it isn't a demo.

Mark Caswell Machine rating 68%**THE CYCLES****Accolade ■ Amiga ■ £24.99**

Reviewed TGM020

From the programmers of Test Drive comes a motor cycle racing game that puts all over the Amiga version of Microplay's RVP Honda. Graphics scroll smoothly and move like greased lightning (well fairly healthy lightning anyway). As with Test Drive, the difficulty level can be changed from simple to Barry Shorrocks mode. So, if you think it's worth about some of the most ferocious motor cycle racing tracks in the world, try the Cycles today.

Mark Caswell Machine update 94%**KICK OFF EXTRA TIME****Acce ■ £9.99**

Loading Extra Time before Kick Off load gives you many extra features. There are four new tactics. Extra is at-out attack, at

GHOULS 'N' GHOSTS**US Gold ■ Amiga ■ £24.99**

Reviewed TGM026

Arthur the knight is on his travels again, tackling even more creatures than before with his slings of hammers, swords, daggers and fireballs. But this time he's also got magic up his sleeve to tackle the more powerful monsters. Better proportioned graphics with more colours and higher detail give the Amiga version a closer arcade look than the ST version.

Highly atmospheric music and brilliant sound effects add a suitably spooky feel. **Mark Caswell Machine update 92%**



HARDBALL II

Accolade ■ Amiga ■ £24.95

One of the original and best football games is back, bigger, better and... very similar to before. One or two human players can choose their teams from the roster.

Hardball II has many options. Players' stats can be viewed and customised, kicking strategies can be changed, 16 features can be switched on or off to test the skill level, and there are four different types of action replay, used with VCR-like controls.

Animation is smooth and realistic, but definition is iffy. Pitch and crowd are rough-and-ready in appearance.

Hardball did pretty much all you can do with computer football and most games of the sport since have taken replays. Gameplay couldn't be effectively changed so the only thing that could be improved is options and fast action - and that's all that has been done in the sequel.

Warren Lapworth
Machine rating 70%

Be used of defence, Lookout is the reverse. One-Cross emphasises ball possession and Falcon is based upon fast wing attacks.

Wild conditions can be switched on and there are wet, hard, artificial turf and soggy playing surfaces which affect ball movement and player performance. Tactics also now affect how well a footballer plays - his

SPY VS SPY

Wicked Software ■ Amiga ■ £5.95

The misadventures of black spy and white spy were first shown as a comic strip in Mad magazine many years ago. It's also a long time since the game first appeared on the 8-bit machines.

The aim is to collect passport, money, plans and a key from hiding places around a tick-screen landscape. There's only one of each item so the spies have to fight over them. You can battle your opponent by beating him over the head with a club or, alternatively, set a trap for him to bump into. By using the Tappinator you can position bullets above doors, place guns with strings connecting the trigger to door handles, shoot springs to throw victims across rooms in tricky places, and drop time-triggered bombs all over the place.

stealing, passing, kicking, pooy, aggression and stamina attributes all matter.

Changes that directly affect control are the ability to take you own goal holes, choose from nine types, and full power control. Other in possession of the ball, the people of the marker (that shows which sprite is under joystick control) turn while as kick strength builds up. The direction of the joystick when fire is released influences kick direction.

Black Kick Off owners are very happy with the game; using it with Extra Time should make them ecstatic. Kick Off is now available

on the Amiga. Spy vs Spy has changed very little in the translation from 8-bit. The spies have more room to wander around in and the graphics are cleaner, but that's all. There is a single version of the already mispelled C64 title of about five years ago.

The game idea is great, but in resolution it fails big. For the first few plays it's fun, but the novelty wears off quickly.

Warren Lapworth
Machine rating 60%



in many ways so that its difficulty and gameplay can be tailored to your own preferences, psycho or isolate tactics, bonus or dead goals, whatever. It's the perfect complement to Kick Off and should help convert other people to its delights as well as giving hours of even more involving matches to existing users.

Warren Lapworth
Machine rating 60%

THUNDERCHOPPER

SubLogic ■ PC ■ £24.95

The latest from the flight simulator kings puts you at the controls of a specially selected Hughes 520 MG Defender helicopter. You're armed with chain gun, dual rockets, and TOW and Stinger missiles. The chopper's detection system consists of an infra red scope, laser radar and zoom camera.

Thunderchopper's five missions emphasise different helicopter skills. Flight training, rescue and rescue of a few. Use all four on intuitive and precise manoeuvres. Combat and armed escort require

use of the combat and defence systems.

While speed is fine on a desktop PC, the graphics are dismal (almost 8-bit in its toughness). The control panel is plain, buildings and vehicles blocky, and features on the landscape often more internally.

Thunderchopper handles reasonably well, but in the inverted airspace of the flight sim market that's just not enough - especially when you consider it only has five missions. Taking graphics, missions and flight handling into consideration, Thunderchopper is little more than a 3-bit product. Only rocket pilots need apply.

Warren Lapworth
Machine rating 61%

PICTIONARY

Demarc ■ PC ■ £24.95

Reviewed T88025

Very similar to the AmigaST versions. Clear layout, although with strangely pale-coloured squares, and a very precise, professional drawing section. Word effects, but just as good a translation of the board game as the other 16-bit incarnations.

Mark Garswell
Machine rating 85%

Arise is just a matter of trial and error: Liar's Dice isn't just being (why doesn't a lying computer character remove clothing?) and the others little better. In short, the only thing to generate any real interest is that 'li' dice - and that's down to the pure fact!

Warren Lapworth
Machine rating 61%

BAR GAMES

Accolade ■ PC ■ £24.95

Tip, another start on the multi-event 'bar' theme, but this time up to four players can participate in five adult games.

The first game being Liar's Dice. It's similar to a card game in which you bid on what numbers you've rolled and what you reckon your opponent has rolled. Liar 'n' little is much more risky - it's a wet Folland game. As the relevant cards, male or female, walk left and right, a circle above five buckets of water over them. The result, of course, is that five clothes start drenching to their belly. Air Hockey is a variation of Pong. Pick-up Arise, as if you couldn't guess, tests your ability to stall up girls (if you didn't see well at the one, Warren -

Ed: Last Call is set in a bar as customers arrive, the correct strength level has to be set to slide a beer down to them. If a r Games is fun, but unimpressive to look. Playability varies from event to event, but rarely rises above the mediocre. Pick-up

HOLE-IN-ONE MINIATURE GOLF

Digital Software ■ PC ■ £24.95

Reviewed T88026

Only five courses on the PC, but as they're worse to look at than the Amiga's, don't complain. More simple still, controls are shown with thick, ugly black lines. Sound is just a couple of beeps and keyboard con-

trol is tenibly slow.

Same Golf is available for the PC (at the same price) and, like much, much better graphics and much higher playability. Its clear what you would do if you want a crazy golf game for your PC.

Warren Lapworth
Machine rating 40%



BEACH VOLLEY

Ocean ■ Atari ST ■ £19.99

Reviewed TGA0205

London's top volleyball team are back on the ST, and are as athletic as ever. Graphically as good as the Amiga offering, but the sound suffers: the usual melody of being

squeaky. Also missing are the excellent speech samples that introduce each venue, but that is a small niggle. Beach Volley is a fun way to acquaint yourself with a sport that is big over the pond, but is sadly under-exposed here.

Warren Lapworth
Machine Update 62%

TURBO OUTRUN

US Gold ■ Atari ST ■ £19.99

Reviewed TGA0206

The Ferrari F-40 is revved up and ready to go, the beautiful sounds are at your side and the 868 owner is firmly up your nose. Graphically Turbo Outrun on the ST is as colourful and detailed as its Amiga twin. The other visual users are as big a pain as ever, but as always a jab on the turbo button sends you reeling off into the distance. If you liked the original, Turbo Outrun is for you.

Warren Lapworth
Machine Update 95%

TABLE TENNIS SIMULATION

Starbyte Software ■ Atari ST ■ £19.99

Before you tackle a match in this latest ping pong program, it's probably wise to try the practice option. The ball, chosen from a selection of six, automatically moves to intercept the ball's path. You choose and time the strokes as a machine spins out balls to a selected pattern.

Matches can be one or two players, double or singles, one, three or five sets long and 11 or 21 points in length. Up to 12 human players can compete in a world cup.

The table, balls and deceptively handy holding the bats are bland, sound is weak. The real problem, though, is that table tennis games came and went years ago. They only appeared in the first place because of Namco's arcade machine.

Warren Lapworth
Machine rating 41%

explore three large scrolling areas of jungle, sealed (password?) and undersea caverns to discover first. Sharks, scorpions and jellyfish attack, but there's an everlasting supply of weapons at your disposal.

Atari's updated feature is the graphic sequence where the divers enter the water and flip around: smooth animation and realistic movement. Spikes save their purpose but lack detail, backgrounds look good but small judgements, and sound effects are poor.

Warren Lapworth
Machine rating 58%

MOONWALKER

US Gold ■ Atari ST ■ £19.99

Reviewed TGA0205

Wizards call it a thing, the ST wizards suffer the same malady as the Amiga and C64 games reviewed last issue. The presentation and graphics are slick on the ST, but the first two levels are so fast—including an end. Get an individual friend to play the first two sections for you. From there on the game isn't too hard on your intended.

Warren Lapworth
Machine update 60%



AQUANAUT

Addictive ■ Atari ST ■ £24.99

You are Commander Flo Flax, star of the Aquanaut divers, and must find the pesky Zeebees before he gets up to no good. He's somewhere in the Atlantic and you must

THE UNTOUCHABLES

Ocean ■ Atari ST ■ £19.99

Reviewed TGA0204

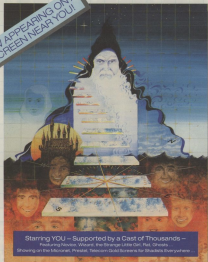
Of blue eyes is back. The Untouchables is a classic slice of life in the Windy City of the 1930s. Life was tough as a Federal Agent, and Mr Ness and Co prove it in this

six-level blasting game. The ST version is well up to the standards set by the Spacey and C64 games reviewed three issues ago, so say hello to Mr Capone with your 387 Magnum.

Mark Caswell
Machine update 92%



NOW APPEARING ON A
SCREEN NEAR YOU!



Starring YOU – Supported by a Cast of Thousands –

Featuring Movies, Women, the Stranger Little Carl, Pat, Ghosts ...

Showing on the Microsoft, Prestel, Telecom Gold Screens for Shades Everywhere ...

SHADES THE ULTIMATE ADVENTURE MULTI-USER GAME...

The game that's unique! Forever changing. Always different. Can YOU submit the brains of real human opponents rather than a pre-programmed computer drip? Meet people. Make friends. Face and overcome adversity to rise through the ranks and wield power over the land.

But don't be fooled – always not be as it seems!

SHADES is available to computer owners exclusively on Microsoft, Prestel and Telecom Gold. For further information fill in the coupon or phone free on 0800 888 1000.

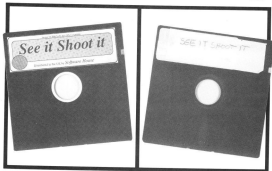
Name Surname Address

Postcode Tel No

SHADES THE

Shades
THE

WARNING



**THIS DISK WILL
GIVE YOU
HOURS OF
FUN**

**THIS DISK
COULD GIVE
YOU 6 MONTHS
IN PRISON**

If you Pirate Software you are
a thief. Thieves will
be prosecuted.

THIS CAMPAIGN IS ORGANISED BY
ELSPA
EUROPEAN LEADERS SOFTWARE
PUBLISHERS ASSOCIATION

*Any information on piracy
should be passed to
The Federation Against Software Theft.
Telephone 01-240 6756*



NEUTOPIA

Hudson Soft ■ £24.95

Pretty of Japanese text here but the gist is that a fair maiden has been kidnapped by a dark, ghostly figure and you as the hero must find her. A high, near-plan view of the immediate area is given and another powerful is dragged into view when the edge is reached. Ladders, wind currents, secret bubbles, crabs and giant flies enter you and steal the energy but a quick dodge up the bottom with your sword soon sends them packing. Entering houses lets you converse with occupants (in Japanese, of course), often giving you useful objects like energy-replenishing potions and bombs.

Typically cute and colourful Japanese styles wander over (light but highly repetitive backgrounds that would've been easier to tolerate if they'd scrolled. Animation is minimal and sound mediocre.

To get the most out of Neutoopia you really do need to be able to read Japanese. Without knowing exactly what's going on, it's just a rather dull wander around filling things with your sword and gaining unexciting items. Had to be honest, if my result appears that reading Japanese would only



tell you know what's going on and exactly improve gameplay one bit.

Warren Lapworth
Machine rating 45%.



WANTED

Sega ■ £19.95

Go for your gun, punt! Your Sega lightgun, that is, because Wanted is one of the rare and wonderful games that uses the light-gun peripheral. In this one you're the new sheriff of a Wild West town and so

must clear it of all the bad people who venture into it. The game moves slowly to the right, the screen scrolling to keep up with him, and the gun is used to shoot any enemies that step in front of (or up in windows. Speed is the key as their bullets eat away at the energy.

A big, startling black with Wanted is its difficulty. As you tentatively try to pump the bad guys full of lead they usually take shots all you and use up your energy with varying speed. Getting more than two screens into the game takes a lot of dicing and just taking potshots at pop-up targets isn't really interesting enough for you to want to practice that much. If you've already got a lightgun then by all means give this a go but don't make it your reason for buying one.

Warren Lapworth
Machine rating 55%.

CASINO GAMES

Sega ■ £24.95

With five different games, Casino Games is a reasonable value for money. But none of the games really grab the attention. Gameplay is all very so-so and unexciting, and some of it is that you're not winning and winning actual money — numbers on a TV screen mean almost nothing. If you'd like computerised card with one or two things extra, Casino Games may be just what you're looking for.

Warren Lapworth
Machine rating 70%.

ALL-IN BOXING

Alien Images ■ £19.99

For a bit of unrealistic violence and brain damage in 3D bits, look no further. After showing a brief 10 hit trial to practice before getting in the ring. Combinations of the five available punches threaten at a punishing rate energy and bonus points and the faster you can get the rope to spin in the skipping section the more energy is earned. All this energy is used in actual matches, against the computer or another human player. If your energy falls low from taking too many blows you're knocked out, but tapping left and right gets you back on your feet. A report is given after each round.

Oh... dear. This looks awful. The boxes are too pink, boxes with obviously drawn faces and poor animation. Backgrounds are simple and island is a few words of speech and some boxing tracks. The rotten graphics amplify the disability of gameplay. The control system is awkward,

requiring two keys to be held down simultaneously for several of the moves, including those to simply move the boxer backwards and forwards. Providing you've got a reasonable amount of energy, the computer can be beaten by repeating the same move but even when up against a human opponent no sustained is guaranteed. A self-inflicted KO from Alien Images. Any.

Warren Lapworth
Machine rating 24%.

ARCADE SOCCER

Fourth Dimension

■ Archimedes ■ £19.95

Football simulation finally makes it to 3D-bit, in addition to being able to alter obvious things like match length, team formation and control system, there are vector variables like weather conditions, flexible sound effects ball pattern which may be manipulated. For a quick kickabout, you can

dive straight into a friendly match. However, Arcade Soccer feels a bit tedious in essence if you fancy entering a league match. The teams can either be controlled by human or computer opponents. Matches consist of a full plan view of the pitch superimposed by a transparent radar display in the top left corner of the screen. Although scrolling is fine, sprites are simple, strangely shaped (the footballers look like hares, birds) and badly animated. The ball appears to stick to debiting players' chests and, when kicked, bounces in a strange manner and tends to ignore silly things like momentum. Sound is muffled, but the life time and in-game samples are pleasing. View, graphics, completely unrealistic ball and player movement, and dubious control certainly not the total control touted on the packaging! mean this is a rather tedious of a game. The action is limited and certainly not arcade like.

Warren Lapworth
Machine rating 55%.

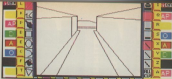
CHASE HQ

Ocean ■ C64/88 case, £14.99 disk

Originally reviewed TQAC05.

The Spectrum version showed that all the addictive gameplay of the popular Tute coin-op could be fitted into an 8-bit computer. This version shows how bad conversions can be. Graphics are blocky and vague, backgrounds are mostly monochrome, and screen update is slow. Roadside features perk lazily from the horizon and grating sound effects ignore the C64's three channels, so some effects are interrupted to make way for the others. Gameplay is ruined by all these faults; buy Turbo Out Run instead.

Machine update 20%.



PICTIONARY

Domark ■ C64/128 ■ £14.99 case, £15.99 disk

Reviewed TQAC05.

The board could've been drawn more sharply; the graphics are blocky. Although it's slightly wonky and some functions are slow, the drawing section works well. Sound effects are very snail and drawings are multi-loaded which spoils the flow of the game. Mark Caswell Machine update 70%.

GHOULS 'N' GHOSTS

US Gold ■ Spectrum ■ £9.99 case, £14.99 disk

Reviewed TQAC05.

Arthur's dusted-off the suit of armour he used to suit good effort in Ghosts 'N' Goblins and cloned it for his second game. The monsters are bigger, stranger and

have more teeth than before, but Art's as determined as ever and this time Merlin's taught him some magic. Software Creations obviously missed Chris Butler's amazing conversion of Arthur's first game when designing the C64 graphics. Scenery is of a similar fashion to Goblins, but with greater detail to fit in with the Ghoul's col-

or. Sound effects are good and music even better.

Mark Caswell Machine update 91%.



OPERATION THUNDERBOLT

Ocean ■ Amstrad CPC ■ £9.99 case, £14.99 disk

Reviewed TQAC05.

Ray Adams and Co are back again, and up to their necks in trouble. The action, as with the Spiesy game, comes thick and fast. For the first few attempts the sheer number of bonuses keeps you on your toes. Something has never been a strong point of the CPC, and Operation Thunderbolt is no exception. But who really cares when the game is as fast and frenetic as this.

Wendy Lapworth Machine Update 88%.



MOONWALKER

US Gold ■ Spectrum ■ £9.99

Reviewed TQAC05.

Where's Wolf? Where's his moonwalking in this game. The first two levels suffer the same problems as all the versions reviewed so far they're boring. The rest of the game isn't too bad and the graphics look pretty. But that isn't enough. You'll have more fun playing a Michael Jackson album than this game.

Joachim Wendt Machine Update 60%.



OKAY TENNIS ACE

NOW'S YOUR CHANCE TO COMPETE WITH THE BEST.

Pro Tennis Tour - The Ultimate Tennis Simulation sends you 64" among the best tennis players in the world.
Get your sights on such championships as the Australian Open, Roland Garros, Wimbledon, and the US Open.
Step into center court, tighten your grip and prepare to serve up your best shot - Pro Tennis Tour is about to begin.



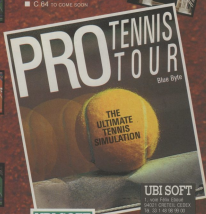
Warm up on one of six practice programs containing three levels of increasing difficulty. Put away shots like a Pro! Master back-hand volleys, passing shots, and other winning tennis strokes.



Reach the net with confidence. Knowing you can strategically place your next return. Feel the excitement build as you challenge your best opponent and make your way to the top!



- IBM
- AMIGA
- ATARI ST
- C-64 TO COME SOON



UBI SOFT

Entertainment Software

UBI SOFT

1, rue des Étoiles
94011 CRETEIL, CEDEX
FR 33 1 49 08 00 00

CROSSBOW

The legend of William Tell



To his comrades! — he is a vessel of hope.

To the Emperor he is a dangerous spirit, that must be extinguished before it can become a flame.

Under the terms of the two agreements, you will ally it that can only persuade him to adopt these aims.

For God's sake, the more advanced him, he is William Tell's greatest fear beyond the limits of human existence. . . . and he is built for revenge.

Available from all good computer software stores. Should you experience any difficulty in obtaining the box set of your choice, complete this order form and send along with a cheque or postal order made payable to: All Screen Developments Ltd to the address below.

ATARI ST £79.99
AMIGA £79.99
SPECTRUM £59.99

OTHER VERSIONS
KARAOKE SCREEN



Based on the
exciting new
TV series

SCREEN IS A TRADEMARK OF ALL RIGHTS
ENTERTAINMENTS LTD. Units 3-7 Enterprise Industrial Estate,
Preston, Lancashire PR1 1LN.

NAME

ADDRESS

POSTCODE

QUANTITY

All orders will be despatched
by air.

Finger Painting



work. Animation, like the stunning sequences of the Smarties and Access TV adverts.

Peter Florence: "What we're unique from most other computer animation companies is that we're artists and developed our own software in-house. One of our main strengths is that we can produce custom solutions to particular design briefs. If the client comes to us and says they want water flowing through walls — or whatever the effect may be — we can adapt our software to their specifications. We've got a research and development team continually developing new software. There are a few dozen computer animation companies in Europe but only a few are doing things on the same scale as us. Most companies work with a graphics package and workstation hardware but don't actually create their own software. So what they produce is limited by the capabilities of the software that they're using. We now produce our own graphics package called Dippix which we are looking to sell worldwide."

The storyboard

The process of creating an animation for a client starts with a storyboard. Basically this

Over the coming months TGM will be covering all aspects of computer graphics — from reviews of the latest utilities to hints on how to improve the quality of your graphics and animations. But what better way to kick off a new column than to see how the professionals work. Robin Candy spoke to Peter Florence at Digital Pictures to find out how they create their award-winning animations brought to the fore with such commercials as Access credit card and Yoplait yoghurt.

Digital Pictures was born in the experimental department of Slade College of Fine Art, 1982. Founders Chris Briscoe and Paul Brown had previously worked together with a medical college using computer graphics to help in facial reconstruction surgery. Seeing the commercial possibilities of their work they formed their own company to find new methods of creating images. Later joined by Steve Lister and Peter Florence, Digital Pictures was the first company in Europe to produce high-end 3-D animation work for film and television companies, and have remained at the forefront of computer animation ever since.

Their first commercial release was a Michelin advert in 1983. Since then, they've won numerous animation awards for their





Florence on films

"You're going to be seeing a lot more computer animation in feature films. When they originally looked at *Star Wars* they looked at ways of doing all the special effects as computer animations. They did a lot of tests at that time but the equipment just wasn't capable of producing the results that they wanted so they had to make do with using the traditional method of scale models and hand-painted backdrops. It's certainly possible now. Walt Disney is starting to use computers for animations in their films more and more."

"It's now easier and quicker to do a lot of special effects on computer. I think that computer graphics will eventually take over from the scale model method of special effects. With a computer you don't get problems of scale, camera angles or lighting. All those sorts of things can be handled very easily with computer animation."

is a script which depicts the sequence of events within an animation along with sketches of what is occurring at each segment of the sequence. Digital Pictures have their own production unit which works closely with their clients to come up with a storyboard that satisfies the requirements.

"Some clients come to us and ask us to work with them and come up with the ideas and the execution of the ideas. While other clients have a very strong idea of what they want and come to us for our computer animation skills. There is still a lot of input from ourselves but they supply the overall direction of the work."

Once a storyboard has been agreed upon, the next stage is to look at what the principal elements of the animation are in the case of the typical commercial the animated spoons are the stars of the sequence. These were constructed as a wireframe graphic within the computer. Digital Pictures have designed their own modelling software to do this. Images can be constructed using polygons, rather like the methods used by games like *Starblaze 2*, to generate graphics, but of course the computers that Digital Pictures use allow them to create far more complex images. Once an object has been defined in terms of spatial coordinates, the computer allows you to rotate the graphic and view it from any angle. However, this is just one method used to create computer images. Some objects are too complex to be drawn this way but can be scanned into the computer using a 3-D digitiser.

3-D digitising

The object that you wish to digitise has to be placed on a digitising pad. This pad generates a field around the object and is sensitive to the movements of a special electronic stylus which is connected to the computer. You then trace around the object using the pen and the computer translates the stylus's movements within the field into the 3-D spatial coordinates which form the basis of an image.

Both of these methods are excellent in producing amazing 3-D images but aren't suited to creating certain effects, such as

Digital work

Animations from Digital Pictures that you may have seen on your TV include: the title sequences for *Central Television News*, *Panorama*, *Wired*, *Opportunity Knocks*, *All Change Up*, *Teletexton South*, the *BBC 1988 New Year* titles, a *BBC* documentary on the Russian War and commercials for *Yoplait*, *Smurflies*, *Michelin*, *Commodore*, *Amplex*, *Access* and a soon to be completed *B&Q* advertisement.



realistic landscapes. To do this Digital Pictures use complex mathematical techniques, generally known as fractal modelling. The results of which were seen on the Korean War documentary shown on BBC1 in 1995.

The real magic of the process is to look at what animation is required and how the overall sequence is going to work. Once again Digital Pictures have developed their own software to handle the animation. Not only does it allow you to store the elements from which the sequence is created but it can also lend a helping hand in creating the actual animation. In the digital yogurt spoons commercial where the spoons jump

The TGM quick guide to creating digital pictures

STAGE 1: PRE-PRODUCTION

Design a storyboard. This is a script of everything that is to happen within the sequence.

STAGE 2: MODELLING

Create wireframe images of the graphics that are to be used within the animation sequence.

STAGE 3: ANIMATION

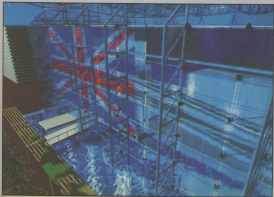
Setup the camera positions from which the animation will be viewed. Define key images within the animation and get the computer to insert the inbetween frames.

STAGE 4: COLOUR AND LIGHTING

Add colour to the wireframe images. Select the light source and light type.

STAGE 5: THE PRODUCTION RUN

When everything is satisfied with the sequence it's time to transfer it from computer data onto film. This step means producing master tape, but the computer graphics can be incorporated without traditionally shot live footage.





down the steps, rather than draw each individual frame of animation which would take a prohibitive amount of time, only key frames within the sequence were actually drawn. The software was then used to generate a smooth animation between the frames. Needless to say a lot of key frames are still needed to produce animation of the standard provided by Digital Pictures. Once the computer has generated these intermediate frames it is possible to pull and change parts of the animation sequence to make sure everything is just right. Throughout the process you can view the whole sequence from any angle.

From computer to film

The final stage before the sequence is transferred to film sees colour being added to the wireframe graphics. The software allows you to colour the image so that it has a textured appearance. This is done by drawing the texture as a two-dimensional image and then 'wrapping' it onto the wireframe graphics. Images can also be made to appear transparent and the software can simulate a variety of lighting effects. Digital Pictures also have access to various production facilities —

film and video editing suites and a Quantel Paintbox — so they can take care of most aspects of production, too.

The amount of time it takes to complete a sequence can vary enormously. A TV title may take a couple of weeks, but a TV commercial where a lot of effort goes into getting it just right may take anything from a couple of weeks to several months.

What the future holds

Digital Pictures use an inter-linked system of Silicon Graphics 4-D Series graphics workstations. These run at an amazing 80 MIPS (millions instructions per second) and cost in the region of £300,000 for a basic model. As the whole process involves complex use of computers you would think that all of Digital Pictures' employees would have a strong background in computing.

Peter Florence: 'There's a culture of backgrounds within the company. All the animators have a background in art and design. The sort of people who we look for to work on the graphic design side of things are familiar with traditional art techniques and can illustrate in 2-D. As the software and computers are becoming more and more sophisticated, programming skills are becoming less important and more artistic skills are needed to make an animation sequence work. However, all the development teams have backgrounds in computer science, if a client wants a particular effect which the software doesn't already cover, the animation team and development team get together to figure out how to generate that effect.'

'There is a big demand for computer animation but in the past it's been impossible to do long sequences — however, things are now advancing very quickly. You're going to be seeing a lot more computer animation as it becomes more feasible to construct more complex and longer sequences. The computers are getting a lot faster and cheaper and the software is allowing you to do more complex effects — this is being reflected right across the whole range of computers. The design of graphics and practical packages are improving to the point where you can produce some interesting results on a home computer. You can do some fantastic animation on the Amiga.'

Matte to the future

Traditionally special effects — like animation — are added to the original film footage by a process called matting. Mattes allow two or more separately photographed scenes to be combined into one picture so that the actors appear to be in the same scene as an animated sequence. This is done by first shooting the actors against a specially lit red sodium screen. This particular sodium colour is used because it occupies a very narrow band within the colour spectrum. A beam-splitting camera separates the sodium colour from the rest of the film footage using a prism. The film footage is recorded on colour film while the sodium screen colour is reflected within the prism and is recorded on a separate black and white film strip as a negative silhouette image. From this a positive matte is made which looks like a black silhouette of the actors' movements.

Black and white blow-ups are made of the individual frames so that the hand animators can fit their animations around the actors' movements. The animation is then shot onto celluloid and black silhouettes are made of each of the frames. The silhouette images act as masks so that when all the separate components are re-shot together you don't get a double exposure effect with the background clearly visible through the characters. Using computer animation cut down on the time taken to produce the composite image because the computers can automatically generate the mattes.

Hard animation is not going to disappear. There will always be a market for hand animation but you can do things with computers which just aren't possible with any other medium. You get a totally different feel. There are things that have been done on a computer where you can't tell what is computer generated from what was real and this is becoming increasingly more so. But that doesn't mean that that's the only direction computer graphics will be progressing in.'



VIDEENABLES YOU TO...

- Have perfect frame freeze from any video.
- Incorporate real life objects into your dramatic designs.
- Graph and store 3-D images from TV.
- Enhance your graphics creativity.
- Capture and store action sequences.
- Desk top videos.
- D.E.P. Desk Top Publishing.

1280 Image Image



1280 Image

ROMBO
Limited

ROMBO Ltd., 6 Fairfield Road,

Kirkham North, Livingston, Scotland EH14 6TS.

0506-414631

VIDI-ST/AMIGA

VIDI FEATURES...

- Take snapshots in 16 shades for those tables.
- Multiple frame store (full outline all available memory).
- Dynamic cut and paste.
- Full picture control.
- Blackness and whiteness control of brightness and contrast.
- Compatible with all video standards colour black and white, VHS, Betamax, PAL, NTSC etc.
- Upgradable to full colour with additional VIDI-1280-040 (p/s).



VHS 411-0016
12801
12815

£99-95
PAL VERSION £114.95 inc VAT



AVAILABLE
FROM ALL
GOOD
COMPUTER
SHOPS

VIDEO
FRAME
GRABBER



Robin Candy's PLAYING TIPS

Space Quest

(All formats)

Star
machine
STAR
UPDATE

the spores. Make your way to the machine on the ledge and post the application form. Get the whistle from the tray and walk east until you reach the larvae.

Push the berries on your body. Walk to the top of the screen and go east. When you reach the deep water take a deep breath. Now swim through the caverns and enter the grotto. Get the gem. Swim back through the caverns and continue east. Climb the tree and then

the ledge. Now walk east through the cave. Leave in a dark part of the cave and use the post. Walk west.

After you fall, pick up the gem and follow the little creature. Type "The Word" and enter the

Now that the dark nights are upon us and you need

two extra hot water bottles to defrost your feet in the morning, you can bet that you're going to catch a cold from someone or other. I always find that Buttercup Syrup helps alleviate some of the symptoms. But no matter how bad the snivels get, don't take more than the recommended dosage in a desperate bid to cure yourself. You'll just end up with a headache which even three Neuroles and a Lemsip can't cure — not to mention the dizzy spells.

Anyway enough of the medical advice what about the tips? Office favourites this month include Die Hard, Operation Thunderbolt, Ghosts 'N' Ghosts and It Came From The Desert, so get sending those tips in.

A Cafe from Newcastle-upon-Tyne is the winner of this month's Star Tips for his solutions to numerous Sierra games. I've printed help on Space Quest II this issue, but more of the real next month.

Look at watch and press all the buttons. Walk to the hatch and a uniform, open the locker and get everything. Walk out of the door. Get on the lift and enter the shuttle car. Walk into the ship.

On Latrine, search the dead man and take his keycard, then press the button in the foyer-ship. Look at the map. Walk north behind the trees and walk east and then the little creature. Walk west and get a spore. Walk north and save the game to be safe. Walk carefully through the rock mine and under the large arch. Get the berries from the bushes and then walk back to



walk east again.

Go into the cage and talk to the Hunter until he stands up. Step west back in the cage and throw the spore. Once the Hunter is paralyzed, get the keys and unlock the door. Now get the rope from the rock and walk the north. Go west back to the tree that you climbed then get on the log and tie the rope to it. Swing the rope and jump onto

hole. Put the gem in your mouth and find your way out of the tunnels (see map). When you've found the exit, enter the water and swim east. On the next screen take the right-hand tunnel.

Once outside walk east. Stop walking when you enter the next screen and blow the whistle. When the beast comes out run west and then back again. Walk through the hole in the rock and get a stone.

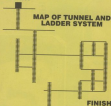
Hide behind the bush and wait until the guard is facing you. Throw the rock at the guard. Use your leveraged and enter the elevator. Go onto the ship and type "Press Power". Press "Throttle Button" then "Get Out To MAC". Now pull on the stick. When maximum height is achieved type "Get Out To MAC".

When inside the asteroid, walk east and enter the elevator. Press button five. Walk east until you see a door with a button on it. Go inside and collect the clothes, lighter and basket. Go back the way you came and go to level four.

Get the cutter from the janitor's room and get the paper from the toilets. Get the plunger from the janitor's room on level

START

MAP OF TUNNEL AND
LADDER SYSTEM



FINISH

three. Go back to the ship and walk south. Walk east and a barrier will come down then walk west and another barrier will appear. When the floor starts to move wait until it is close to you then stick the dagger to the barrier. Let go when the floor moves away.

Put the paper in the basket then put the basket on the floor. Light the paper. Walk as far as you can east and a door will open. Go up the stairs to Vishnu and you will be shrunk and put in a bottle. Use the cutter and then climb the wall on the left. Press the life support button and go back through the wall.

Walk west and pull the switch. Type "Enlarge". Walk back to the bottle. Climb back to normal size, reach Vishnu and you will find a password. Look at the monitor and type in the

password. Then walk east up the stairs (it is best to use the rescue here). Once in the tunnel, open the box and get the mask. Wear it. Keep walking until you reach a corridor. Walk west and type in "Press Button" but don't hit return yet. Walk to the nearest pod door where the robot comes after you run east. When it has gone return to the pod and type "Get in Pod" but don't hit return yet. Stand in the centre of the open door and then press return. When in the pod press the button.

When the pod is in space type "Look" then walk over to the chamber, open it and get ready.



(Sega)

The Batmans™, London.
To begin the game with \$1,875,000 in the bank enter JA when asked for your initials. Then enter the following code:
1173568725.

Ghostbusters

Bloodwych

(All formats)

1) Targ

1) When recruiting try to get the warriors and two wizards.

2) Never attack other champions on this is a waste of time and food since they won't attack you. Instead follow the whole known by of recruit, rob and die.

3) Food is essential later on in the game. So conserve food by eating as little as possible. Try to keep your food level at less than half full.

4) Any monsters that you can communicate with will either help or hinder you. Monsters are generally better at communicating than wizards. Never try to communicate with a group of monsters, monsters will ignore them two logs, monsters with no logs or gobs.

5) Rather than buying cheap

spells by saving up for the more expensive ones which are essential on the later levels.

6) When you open the first door of the secret level you will find that the second door is locked. Flare of your light will open the door but makes a note of the three green pills. Move over all three and then leave it champion on. One of the pills and all on the second pad yourself. Now slide on the door and it should open.

7) Here's a list of useful spells. Green: paralyze, good for the price compares, one you'll definitely need; red/purple, gives you the strength of ten; forward, builds a wall for you; yellow: enlarge, shrink and teleport; armor against heavy magic users; summon, call up a monster to fight for you; study, kills your enemies; disrupt, another spell to kill your ene-

mies. Red: freeze, freeze and freeze. Blue: conceal and vanish.

8) Certain spells, like summon and freeze, can't be used directly at the enemy — they have to be cast as traps. Never

face the monsters you summon as they'll attack you given half a chance.

9) When you find the stairs leading down from the main you'll automatically be turned back on the sixth and seventh step. So when you get these last doors to face the opposite direction.

Football Frenzy

(Amstrad CPC)

I haven't ever heard of this one before but we get so few tips for the Amstrad that I'll thought I'll print this one just to encourage other Amstrad owners to send in tips. Thanks to B. Bloom from London for the following information.

Search desk, get book, search desk, get statement, read statement, examine bills, pay electric bill, pay printer's bill, pay water bill, pay man bill, pay all bills, pay all but man, call secretary, give her book, read calendar, look, read index, examine coach, go on coach, search self, examine watch, search R, get letters, S, examine letters, look, look, get M, W, S, S, W, W, S, W, examine post box, post letters, E, H, N, E, M, N, M, N, say up front, E, get soap, drop kit in bath, wash kit, scrub all with soap, drop soap, get kit, W hang kit on heater, S, E, sleep, W, E, ring fire brigade, W, N, speak to chief, look, examine ashes, S, E, speak to secretary, answer phone, R, get yellow pages, S, read yellow pages, read under coach firms, read coach firm, ring another coach firm, read calendar, W, S, W, speak to press, examine press, answer questions, say no, E, S, W, enter pub, buy a drink, buy beer, get beer, drink beer, W, examine man, buy tickets, speak to man, sell watch, E, leave bar, E, E, E, enter bank, ask for manager, ask for loan, leave bank, M, W, N, E, E, N, S, look, get money, W, S, W, W, S, S, enter savings, buy new kit, leave shop, M, N, N, E, N, N, E, W, W, W, E, E, S, S, S, S, S, N, E, examine man, speak to roxy, answer phone, read calendar, W, S, S, W, W, S, W, enter station, speak to sergeant, fit music, jump very in bath, W, S, E, W, S, S, S, S, S, W, play football with kids, Sit, M, N, N, N, N, E, W, S, S, E, E, enter station, speak to engineer, sing, M, W, N, E, offer with a sandwich, look, examine drink, speak to driver, W, M, have a setup round, S, E, speak to driver, pay driver, read calendar, W, S, S, S, M, enter coach, start journey, sing, search coach, climb out, wave, look, watch game.



Times Of Lore

(All formats)

Special thanks to Mike Mulvaney from New Zealand for the selection and map.

You begin the game in the capital city of Idris. Go down the stairs and into the small room where the light blue footstool man (the witch) is sitting at the table. He has some vital information to reveal. Also have a chat with the cleric and accept the quest he gives you.

Leave the inn and go north along the road till you reach the woodman, who provides information about the old camp in

the area. Go to the woodman's house and take the dagger. Follow the woodman's directions to get to the Old Camp (go north along the road to a pond and the Old Camp is just north of the pond along through the woods).

At the camp, kill the grey Orc and pick up the urn he so kindly drops (the urn is a purple shaped which is quite hard to see). Now follow the path back through the forest to the inn and go back to Ender. Give the urn to the priest



and he will pay you and tell you to see the Priestess.

Go inside the main building with the guards outside and talk with the green man on the chair. Accept the mission and then follow the road south to Lankast. In one of the houses you will find a girl who will sell you the magical axe for 65 gold pieces. Go south and across the old stone bridge. There, by the house, you should find the black dog. Ask about the High King and he will give you the confession on a scroll.

Go east till you come to the city of Gansdor. Stay at the inn and go down stairs in the morning. A trapdoor is set and is activated by running into the switch on the wall. Do this and go down the stairs. This takes you into the prison. Find the next light of stars and go up them into the dungeons. Go up and left (avoiding the guards) and up the stairs.

There, sitting on the chair, will be Hendon. Give him the scroll with the confession on it and then go back down the stairs. Find the Tablet of Truth on the floor in one of the rooms, then have a chat to the red guards about spying. One will become violent and try to kill you. Kill him and pick up the note he leaves behind. Give the note to Hendon.

To rescue the prince go north from the city and find the building in the mountains. Get the green scroll from the tablet-maker and go upstairs. Kill the guard downstairs and he will drop a key. Collect this and unlock the room upstairs. You can now rescue the prince. He will tell you to go to the Archmage who is to be found

in the north of the enchanted forest across the bridge.

The Archmage will tell you to go to the suns in the desert. First of all teleport to Rhylde, kill the cleric and get the holy water. Travel to the ruins and hit the blue stones. Now go through doors in the correct numerical order.

When you get to the Lyche (a red humanoid sitting in a chair) let him once with your sword and then use the Holy Water. Pick up the red potion and get out. It's a good idea to stay at Hampton and replenish your energy and supplies.

Go to the Archmage and he will give you the key to the blessed spot. Go the blessed spot, make your way through the maze and pick up the chains. Find your way out and go to the Temple of Angar in the mountains.

Go up the stairs and kill the Blue Monk. Pick up the white key. Go downstairs and enter the room which contains the White Monk. Kill him and go through the trapdoor down to the dungeons.

Use the white key on the locked door and rescue the prince. Now return to the room where you killed the Blue Monk and stand by the bed. Pick up the sphere and go downstairs again. Now find the room with the Gray Abbot. Hit him once with your sword and then use the sphere. Pick up the meditation and sit back and wait for the ending sequence.

General Tips

1. Select the Knight at the beginning of the game because he lasts longer in a fight than



any of the other characters.

2) If the giant in the prison offers no response or doesn't know anything about trying to get out for nightfall and he will start to run around, then ask him about trying and he will then try to kill you.

3) Kill the giant to increase your points that collect the ring that he leaves behind. Give this to the Assassins.

4) Use the green scroll to start time travelling between cities.

5) Use the blue or red scrolls to kill large opponents such as the giant.

6) The red poison makes you travel in the direction you are facing till you hit something or someone.

7) Once you've completed a task go and stay at an inn.

8) Magical boots which make you run fast are available from the cart in Treks. It is usually inside the inn and the boots cost 77 gold pieces.

Power Drift

(Spectrum)

Andrew Cooke, Llangollen.

1) At the start, change to high gear when your speed reaches 100kph; this prevents anyone coming up from behind.

2) If you run into the trees by the side of uphill roads you bounce to the other side. This can be very useful for passing cars or getting on the inside of a corner.

3) If a corner or sticky situa-

tion requires slowing down, don't brake. Use engine (ie, just take your finger off the accelerator whilst coming.)

4) It doesn't matter which driver you pass.

5) Lapped cars (back markers) appear from top three monitors. Any cars overtaken prior to lap three will advance your position.

6) If you gain on the car ahead slowly it's ranked higher than you. You soon pass back markers.



Vigilante

(Sega)

Russell Murray, Llantrisant.

On the title screen push the up-left then press either button. You can now select which stage of the game you wish to play.



Emlyn Hughes International Soccer

(Spectrum)

Jason (Smethwood, Leeds).

1) Before first playing get some practice in.

2) After playing a while select practice. Use back freely and get used to the kick directions.

3) When fairly advanced, try playing without automatic keeps, have shots at yourself.

4) Gradually move up the levels.

5) If you reach a level you can't cope with, select soft team and make the opposing team less skilful. Often just lowering

their speed will do it.

6) Customising your own teams is great! Philman Phil is a wicked striker.

7) Don't bother with substitutes, unless you like that sort of thing.

8) Choosing players manually is much better than getting frustrated with the computer picking the wrong player.

9) On penalties try to angle the ball slightly with a bit of power, or if only one kick direction has been chosen, kick the ball as hard as possible.



£50
WORTH OF
SOFTWARE MUST BE WON!

You've spent all your money on Christmas presents for everyone else and you can't afford to buy yourself that game you've been looking after. Well, start at breaking into your local software shop and stealing the game, you must always make your gaming experience safe for you and send in lots of love to the games you already own. Each month the winner of the best set of tips, prizes and more (I'm particularly keen on swaps at the moment) will receive £50 of software of their choice and a 100% T-shirt. Send all your helpful hints to: Helen Conry's Playing Tips, 108, PG BOX 6, Luton, Bedfordshire LU1 1GB.

Indy

— The Graphic Adventure

(All formats)

The solution for this game is a bit big to print in one issue so if you're stuck in the later stages of the game you'll just have to wait another month. But if you're just starting out on your quest for the Holy Grail here's all the help you'll need to complete the first section of the game, thanks to Pascal Ben Haver from Antwerp for these tips.

Barnett College

After meeting the professor and changing your clothes, go outside and you will be invited to follow two guys in a car and meet his Dukeboy. Once you've met him, return to the college.

Travel to Henry's house. Move the bookcase by pushing or pulling it. You will notice a tiny spot on it. Examine this. Pick up the sticky tape. Go into the bedroom and take the picture down from the wall. Return to the college and go into the gym. Talk to the students nicely and you will end up in another room where all your trophies are stored. Between the two windows you will see a storage bin. Search the bin for a jar. How combine the jar with the sticky tape to make a small key. On your left you will notice a pile of papers on your desk. Search through your letters until you find a package. The Grail Diary is inside the package.

Go over to the window by the hot water heater, open it and leave the college. Go back to Henry's house, pick up the plant pot and the table cloth. Use the key on the chest. Examine the chest and pick up the old book. Leave the house and travel to Venice.

Venice

When Dr Schneider leaves you, go back to the pub and walk to the back where you will find a young couple.

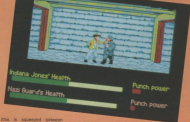
Examine the wine bottle. The young man will then say something to you. Pick up the bottle and walk to the fountain. Use the wine bottle on the fountain and then go to the library. Walking in from the plaza, go to the second row of books. The books you need are as follows: Men Kampf (this is the red book which is not standing up straight), How To Fly A glplane (this is hidden amongst some grey books) and The Book Of Maps

— now save the game. Using the metal post, hit one of the slats with the Roman numerals on it. Climb into the hole. If you can't see any tunnels then you picked the wrong slab. However, don't worry. Climb back out of the hole. You will now be taken out of the library. Go back to the same room and hit another slab. You only got three chances at finding the correct slab before being shot (this is where you may need to reload your saved game). Once you

reach down the right tunnel.

You now have to find two rooms. One with three statues and a wooden door, and one with some machinery. In the machinery room use the red cord on the wheel with the spokes then turn the machinery on. When in the room with the three statues examine the Grail Diary then push the statues so that their positions correspond to those in the Diary. The wooden door will now open. Go downstairs. Cross the bridge and walk into the next tunnel.

Find the room that contains



this is squandered between some fat books). Use the wheel as a command to help you find the books. When the response books' changes to 'look you know you've found one. Also, collect the red cord and the metal post. Now examine the Grail Diary. You will be shown a picture and a cryptic message (these change each time you load the game).

Study the picture of the glass window carefully and make a note of the message. Now find the glass window which matches the one in the picture exactly

have found the underground network of tunnels go from one of them. Take the hook from the arm of one of the skeletons then go and find a torch. Use the wine bottle on the book then pull the torch. From this point find your way to the stone bridge. Cross the bridge and enter the small room. Examine the inscriptions. Go back to the stone bridge and use the book on the wooden plug. Then use the whip on the hook. Now look around for a room with a ladder. Climb up and return to the room where the plug was.

a chest with some skulls on it and a wooden door. Examine the Grail Diary. You will now have to push the skulls to produce the same rotas mentioned in the diary. The door will now open. Go through the door and make your way to the room that contains the coffin. Open the coffin and look inside. You will now be led to the location of the Holy Grail. Make your way to the room with the ladder. Climb up the ladder and you've completed the first part of the game.

STANDARD GAMES P.B.M.

MUTANT WARS

THE FIRST SERIES OF 16 FROM A LIMITED EDITION SERIES ... SO NOW IT'S BACK TO THE FUTURE WITH AN EXPANSION OF THE FUTURE SET ONLY ON 16 MORE CARDS THE SECOND SET OF 16 CARDS

The Play-By-Mail Game Of 'Genetic Dominance'

- Advance your mutation through battle and conquest
- 16 different mutation variants to combine

- Choose mutant powers ranging from invisibility to flight
- Design the future Human Race
- Lead your Mutants against 24 other player mutations
- Your 20 men/women Mutant Strike Teams await your orders
- Full colour boxed start-up which includes 32 page rule book, design sheet and battle map



Price: Full colour boxed start-up package • 2 free turns (for 65 players) £9.99
Turns 3-10 £4.99 Turns 11-20 £2.50 Turns 21 onwards £1.00



Adventurer Kings

The Play-By-Mail Game of Epic Adventure and Imperial Conquest

- Heroic adventure on a grand scale • Conquest, fulfillment of quests, death, all set in a medieval fantasy land • Choose to play as a Elf, Dwarf, Gnome or Human • 15 distinct character abilities which can be freely combined • 15 army types • 25 magic spells • 100 individual characters • 100 of turn fees go into a prize fund which will be shared amongst the holders of high office at the end of the game • Over 60 magic artifacts and 60 technological advances
- Kings can lead armies into campaigns of conquest or defence • Adventure in hidden lairs, defeated by dangerous mutants • Rule playing interaction between players • No two-game worlds alike • Full colour boxed start-up, which includes a 32 page rule book, map and start-up sheet

Price: Full colour boxed start-up package (which includes 2 free turns) starting from £4.99
Further turns: £3.00 each, no extras

Playable by mail, computer
disc or electronic mail

SuperNova II

**Never-Ending Strategic Scale Space Power Game.
Voted the best PBM game of 1988 in the U.S.A.**

What follows are SOME OF THE REASONS in the game player designed start-ups. Game never ends. Multiple galaxies to explore and conquer. Incredibly detailed tactical space and ground combat systems. Details realistic: Interplanetary bombardment. Surface wars. Genocide. Colonisation. Industrialisation. Trade. Diplomacy. Asteroid mining. Alien Worlds. Empire advancement etc. etc.

Price: 118 players! Rule Book £4.99 Full colour boxed set-up £9.99
Turn Sheet £4.50 Half Turn Sheet £2.50 (Special price for rule book together with start-up) £12.99



Direct from the USA ...

Now available in the U.K. for the first time, we offer three of the finest play-by-mail games anywhere in the world. We are so confident that you will be completely delighted with these new games that we offer a ...

MONEY BACK GUARANTEE!!

SUPERNOVA II - If you buy the rule book and decide not to play - return the rule book for a refund!
ADVENTURER KINGS - Play 2 turns and decide to drop out of the game and we will refund your start-up fee!

Send your cheque/credit postal order, no cash please! starting with a game you would like to join. to: Dept 8, STANDARD GAMES PBM, Ashby House, Station Road, Kings Langley, Herts WD8 3LJ, or if you in SYLL not convinced send a stamped addressed envelope for more details.

OUR MAN IN Japan

Little's happening in the land of the sun, so this month, TOM's Japanese correspondent looks back at the most exciting decade of Japanese home entertainment and forward to a year that may lay the lid. Shintaro's bar Man and Kasegawa's in Japan. Take it away Shintaro...

Well, computer entertainment-wise it's been a hell of a decade. The Nintendo game, as old Sega, as old Atari, as old Fujitsu with their Sony Flat Toms and as old as those cute little MSXs. But unfortunately, it seems that in Japan they rather came (eventually) and went. We were more sensible and, as it nation, we proud to say that we value the MSX as highly as all the other machines (stop laughing), we are a fairly modest nation but I am proud when I say that we pioneered the MSX. Look, I'm being serious here. Will you stop laughing! You at the back there, shut up!

Let's take a look at the Nintendo miracle first. It all started a few years ago by some Japanese person (probably a maid — that's not being ideal, it's me despoiling for the lack of females in the business) and it took place somewhere in Japan. OK. So my facts are as blurry as Ruridee seeing next year, but that's probably what happened. It's not particularly important right now though, is it? What's important is that it happened and Nintendo became a household name across the world. The Nintendo Famicom started in Japan, sold squirrelically (there are more Nintendo in Japan than video recorders), went to America, sold squirrelically, went over to you lot and sold nicely at.

Admittedly, you had your Spectrums and C&Cs (I played Paceland for the first time a few days ago — it's incredible) but the Nintendo was always there as a better machine, and with the right sort of European marketing it may have sold. Perhaps that was the problem. But you always owned your name and made into thinking that computer-learning and

therefore didn't actually want a product sold as a GAMING machine (editorial magazine advert).

What of the eternal runner-up though, the good old Sega. It flopped. You know how just after you've made a jelly it always falls on the floor and despite your hard work and effort that went into making it you can't help laughing at it wobbling around on the floor? That's rather how the Sega was: interesting, wobbly, and laughed at. Which is strange considering it had the Gold-as company's name on it, and that graciously it was probably superior. Not an Asteroids, but better than the Asteroids.

Away, the story with Sega is like the Nintendo story in reverse. Born in Japan, sold like cooked sushi, went to America, sold like Robert DeNiro (remember him?), and then went over to you lot, and sold like Italian wine, not hot water, but lukewarm. As Galle said: 'These Britons are stupid.' Probably because it had better games, never games, but Run, Run, Run when it came out, compared to Nintendo's pension collecting tale.

That's the Nintendo and Sega done. Then there's the super-popular PC Engine. I remember this well. I saw some suspicious at Dunkin' Master and I thought this was the greatest thing I'd ever seen. SGX sprites, small machine, good sound. And when it didn't turn out to be an Amiga-killer, it's still damn good for its price. And thanks to TOM telling the world about it, the UK was hungry for the said product. The UK Engine (the name was had begun — and it's still going, despite MCI's reluctance to release it your country. I think it's safe to say that the PC Engine has, unlike any other computer/console I've heard of,



become a cult business in Britain — and deservedly so. Perhaps, now as it's released in the States, some British companies will start to develop on it (we could do with some original games).

The first widely available CD-ROM came out for the Engine

too. And with the new Super Game, printer and LCD screen (again), the Engine is the console that really has potential. I prefer it to the 16-bit Mega Drive but then I'm biased because I've only got an Engine.

I would like to quickly give praise to the Game Boy. It may



not be the greatest thing to look at (perhaps it sounds great), but as the old Japanese proverb goes (yes, we have them too, only they're not as obvious as Clint's), "Appearance alone do not make a good game." Take a look at Dragon's Lair, Sword of Sorcery, even Shadow of the Beast. Compared with the enjoyment I derived from the graphically-looking Police Quest, the Sims game takes it for pure fun and enjoyment (after an infuriating session of Desert II was almost the old kluge step to the mystic). The Game Boy is an excellent machine that is OFF-UNDELY hand-held.

Back to the future (topical, eh?). Looking in my crystal ball, I see the Super Grafx and the Nintendo Super Nintendo but those aren't too far off. Well, it's not a very big crystal ball. Obviously, the one to watch out for is the 16-bit Super PlayStation. I mean, this one will blow all other consoles away... Engine Core Sega Surrendered! Almost! Being huge it'll be fast. It's got a sound chip that leaves the Amiga and ST way behind. It's got video graphics systems which programs will profit from for years to come. And more. It has Nintendo written in it. What does this mean? Price, good support, efficient staff and a great level of technical support — or so they've led



me to believe. If my Nintendo console down, I'd have it back inside a fortnight. While this may not apply to you Brits — as there isn't really any sort of Nintendo repair factory as I understand it — it is an indicator of the care and attention they put into each department and how highly they rate us, the customers.

Software for this machine will be extremely generous (hopefully). And if nothing else, Super Mario Brothers II will be there, as will Chrono Trigger, the arcade-type flight sim. Support will absolutely come from all the major companies again. If the machine actually gets launched next year, it'll be a minor miracle in itself, having been delayed one year already (but all going well, at least I'll see it in summer 1990, and better... well it could be any time from now until another decade. Let us pray that you don't have to wait too long for either to happen.

It's hard to see what there could be past the 16-bits. NEO have proved with the Super Grafx that to get a good machine you don't have to upgrade to expensive chips, so expect changes from them but not, perhaps, so drastically in the CPU area. Nintendo probably aren't taking past the Super Nintendo. But if it takes them another six or so years to release another machine, you're looking at the end of the Nineties (good grief, we're getting old). But where is the gap in the industry right now? As far as I can tell, games are saturated inside that, they should be.

But what about Japanese software in the future? Adventure and strategy games, probably. Although in Japan, the big thing for the past few years has been, to my surprise, RPGs. Although they're not my favorite genre, there are some that are really accessible.

Dunlop Master adds, I

played Battletooth until I completed it but just couldn't be bothered with what is considered over here as the most enjoyable of the lot, the Dragon's Quest series — Dragon's Quest 2 in particular. For those of you that don't know, Dragon's Quest is a major boom in Japan and currently in its fourth incarnation. Why? I think it's the way the games are made. In DQ2 you have an annoying cute character, immensely cute magic and an amazingly cute game. Battletooth, though, is less so. It's an aspect of Japanese games I hate, although most Brits I know (especially the Am Ed, Dominic Hearn) seem to love the damn things. It's not a serious point, and really it's just a question of taste. But for me, I spend far more time on my Amiga than any other machine.

Don't worry, though. The Japanese scene is like if you can stand the idea of thousands of it all and a lot of games aren't like that anyway: take Metalwader, Wrestling in Tennis even. But I don't see Japanese software dramatically changing (although I wish they'd stop producing the damn baseball games). There'll be variants of variants and some better than others but I wish there were more original ideas like Dunlop Master, Prophet and Sentinel. Perhaps the problem does lie with the machines. Amiga are still far more powerful than Engines. Perhaps the fighting will change at the time, with the console viewed as the proper games machine to own.

Grims, Jack, the Eighties have been fairly good. The decade where computer games finally started to move in every country. But that means, over the next decade programmers and designers will be falling over themselves to do greater things both from a software and hardware point of view. I'll be keeping my eye on Japan and will keep spreading the news to TGM as soon as I can get it. So keep reading these pages, keep asking for my next issue and, if I may be so bold, keep reading TGM. Until next month, next year, next decade... sayonara!

THE BRITISH CHALLENGE

Over the past few years, as a Brit there has been little to be proud of. All the (small) console owned things that only Japan could produce — until Rankin. It was only back in issue 13 of TGM that we first mentioned news of the British console revolution, but the British company's Multi System is still not on sale in Britain. The Konix Multi System boasts 256K of RAM, continual disc access of a 3.5-inch drive, several screen resolutions modes (up to 810x200), clock speed of 10MHz, 400i colour palette, CD-quality stereo sound, and prices of £14.99 for software and £199.99 for the console itself. The Konix Multi System also features a large array of peripherals, including a steering pole and a hydraulic chair!

The machine was originally planned for release in summer of 1989. Software was well into development and the hardware seemed almost there. But the machine has still not seen the light of day and Rankin still insist it will be out soon. When, though? TGM found out that Rankin probably aren't even producing in large quantities until February. But whether Rankin — who, it is rumoured, turned down offers of cash injections from George Lucas and Olsen — will be out for Easter is still unsure. We can but wait and hope.



READER PAGE

£50 doesn't go a long way nowadays. But as the pockets feel lighter after the obligatory Christmas splurge, you should be grateful for everything you're offered. That's why here at TGM, not only have we spent hundreds of man hours on revamping your favourite monthly, not only has bucket loads of cash been ploughed into the most futuristic monthly around, but the powers that be have also allowed the Star Letter prize to stay at a whopping £50-worth of software. Amazing!

WRITE TO: READERPAGE, TGM, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB.

Arch enemies

Dear TGM
I've recently purchased an A5000 and was very interested to read your comments concerning the machine and its game potential. But I would like the point out that, contrary to what was stated in your article, the A5000 can send its sound to the monitor speakers. All new A5000s are supplied with a lead which connects the monitor to the telephone socket, and the built-in speakers can be switched off if desired.

The results in a substantial

improvement in sound quality, and if the built-in speakers are left switched on, the sound is emitted from a total of four speakers, resulting in richness that would have Amiga owners turning green with envy. When this lead is fitted the volume can also be adjusted using the monitor controls, which is very useful when playing *Interluder* at two in the morning.

The machine obviously has great potential, and I was pleased to see your review of *Interluder* in the December issue. I hope that you will be reviewing the versions of *Out Run*, *Interzone*, *Dragon's Lair*, *Hanoi* *Trivial* and *Kermis* mentioned by Alan Casso in the aforementioned issue, for these are potentially incredible games.

Could you tell me if there is any Public Domain software available for the A5000? Also, is there a good sound sampler (and software), currently available for the Amiga? I hope that you will continue the A5000 coverage, as this is obviously the machine of the future.

Andrew Hassall, Farnham GU9 6QR.

You can be assured that *The Games Machine* will be reviewing all the top Amiga games as soon as they appear. However, I'm not too sure that all the products you mention will be coming out on the Amiga. *Interzone*, *Cosmo* and *Out Run* won't be, and *Amiga* have no plans to bring out *Interluder* either, but there are plenty more good games that will benefit from the extra speed of the Amiga. And it's not just the 'major' who are coming out with good games, like *Demomaster's* *E-Type*.

Reviewed this issue is a great little rags game that easily gives *Power Duff* a run for its money.

Regarding software and hardware support, we are look-

Setting the standard

Dear TGM
After downloading from an Amiga to an old file for reasons of study, I dug up all my TGMs and started looking for reviews games. After reading through about three, I despaired and binned them again. Most of the reviews didn't mention my Hercules monochrome graphics card, not necessary required (it's only got 512K), nor the required M5-025 versions (mine is 3.21). Are the following correct?

(1) In most of the reviews a Hercules card is enough to use the software, except when it's stated otherwise.

(2) In all cases 512K is sufficient for the software. Can you please correct this from now on, or confirm my assumptions, as I'm forced to buy software by post and so don't examine the packaging.

Otherwise nothing but praise for the magazine, especially the adventure section, which is by far the best around today. Richard Kijlberg, The Netherlands.

The reviewer we don't write what you need to run PC games are simple. Often we don't have the final packaging for games and therefore only know if it works on our machines. Also, most games have the most basic of requirements. Those being a Hercules monitor (which is quite adequate for most games) — we drive, we've got one and 512K of memory. But just to name things a bit simpler. How about an introduction if you need more than the basic requirements. There's nothing like a happy PC owner.

Games for boys

Dear TGM
Don't you think it's about time a magazine devoted some pages to the Nintendo Game Boy? So it's not officially released in Britain yet, but I'm sure I'm just one of the hundreds that has managed to pick one up in its country.

Come on TGM, get your act together and give this machine some coverage. I'm sure, in a few months, every time we step on a train, our ears will be filled with the sounds of *Super Mario*, *Tetris*, *Allyce*, *Tennis* etc. *Game Strategy*, *Protest* etc. *Kay 20P*.

As you can already see from this issue, the old review position is getting a real shake up. More machines are to be covered, with more games reviewed — and this includes the Game Boy. Although, as far as you are well aware, imported stuff is always difficult to get hold of so I can well see it sit at all year long smoothy.

ing one and interesting products for the A5000 every week. PC software is still a bit hard to get hold of, but an excellent sound sampler is available from *Claris Micro Applets*, 66 Middlewich Road, Widdowsh, Creweville, Cheshire CW9 7DA. Tel: (0606) 49911. The AmigaDOS board costs £749.95 and *Claris' own* software £29.95 (although other software can be bought). Take a look at last issue (p57) for a full review of it.

Underneath the Arches

Dear TGM
I absolutely hate that crap piece of computer called the *jeany* *Arminator*. Why do its creators keep writing in saying my Amiga's faster than your Amiga.

I know why, because they haven't got any bloody games to play. That's why. And everyone knows the main reason for staying off an Amiga is *JEANY*. *QUICK*. Yup, the built-in *JEANY* is an Amiga and I love it. Why? Because I can't have to go on an expedition to the outer boundaries of the North Pole to find another user.

So what has the *Arminator* got that the Amiga hasn't? Speed. But I don't care, at least my Amiga's got software. Okay, so the Amiga's four times faster than my Amiga. My Amiga got the job done in the end. So to all you risk Amiga gamers (if anyone cares) a booming *Archie* salute. I've never seen a cent to whom £50 is a mere little sum of money to do something just twice faster than mine. I could name a large number of charities who would take

a different view. And if you still want to brag about speed, why not try a few chess with an expanded A2000 against a top-of-the-range Acorn and watch who wins for speed. Ha. Now if this letter hasn't shut your pompous mouth then you are obviously too thick to take notice of an argument I've just made. Anyway, TGM is the best mag in the world. Keep it up. Mark Howells, Leighton Buzzard LU7 3TS.

I know someone somewhere would start moaning that the Acorn's version of chess on the A2000 are miles better than 16-bit versions. I'm very pleased we haven't been inundated with letters from tape PC owners, it's worth remembering that PC games are often a lot better (and faster) than AT and Amiga versions. A fast, VGA PC compatible with a decent sound board (like the Roland LAPC-1) will take you nearer console quality (and beyond) than a basic Amiga or ST over will. And you can achieve an Archimedean sense of being pushed to beyond the state-of-the-art in all aspects. Software support is growing. Remember, a year ago people thought of the PC as a study computer for business people. But nowadays, every major game is coming out on the PC — the same will happen to the Amiga. Regarding suitability,

the same could be said of Porsche cars: their spare parts are limited and the machine is also already fast!

Reviews overrated

Dear TGM
The reviews section is a big let down compared to the rest of TGM. The presentation is messy, comment boxes look plain and large game awards are clumsily plastered over screen shots. Take a note from Paul Hogg, his section is a delight to the eye, beautifully laid out, atmospheric comment boxes and a perfect reviewing system. My other gripe is with the reviews. Some games are overrated, as *Blaster: The Movie* and *The Urinuchuckles* were both awarded 90%. *Demolition* 90%, *North and South* 80% etc etc. These ratings are totally unobtainable as there will always be games better than those currently on the market. *Blood Money* and more recently *Beach Volley* were also overrated, both these games are too damn difficult, most of my friends and some of the more respectable computer press agree. The solution? I think that multiple comments should be used and a more thorough reviewing system should be implemented.
Please print this letter as it

would be interesting to see what opinions other readers have on this subject.

We used TGM merges with Acorn User, Make Mine or sorry among magazines.
Rabiel Melnik, Middlesbrough TS6 5HL.

Well, we'd all be interested to hear what someone thinks of the new review section. I hope you'll agree it's a lot clearer and readable, with more information on the games that people are interested in — and with few compromises. Although it may appear that only one person's opinion is expressed in each review, this is definitely not the case. Usually everyone on TGM (*CompuMag* and *CRASH*) takes a look at all the big games, and with all these minds at work we feel that we rarely get it wrong. As for saying there are always going to be better games, please try to remember that despite TGM's all-encompassing, all-enjoying we actually have no idea whatsoever of what is definitely going to happen in the future. Therefore, we can't compare present day games with what might come out in the future. And comparing with the past would be pointless as we'd be rating way into the too-far, check by now it was. If TGM does compare (we try to rate games on their own merits) it's with games that people are

currently playing.

Please, also try to remember that we only have a few days to devote to each game. We reviewed over 60 games last issue, and while the issue is one month, it's interesting to work out the average length of time to devote to each game (playing and writing about it), then trying to estimate what people will think of it after a month's play.

Out of interest, few people here are still playing *Batman* (no sorry, that's from the *Unlabeled* and *Outright*). However *North and South* is almost as popular as *Kick Off* (and, probably, *Unlabeled*). Additionally, *Blood Money* was soon conquered by most people here, and *Beach Volley* is a great sports sim but needs time to master (we didn't rate it up highly as some magazines are could master).

Finally, if it's an old argument, but personal taste will carry more weight than flashy graphics and that's never over do. And, in our opinion, few 16-bit games are worth the asking price. Especially when you consider you could buy four albums of New Order or four videos or go to the cinema every month for a year or even get a TGM subscription for the same price. If you still say 8-bit owners should, by all accounts, be laughing their heads off. Life's like that though.

Uncle Mel's MAGAZINE

1) Which Game Machine celebrated its one hundred birthday on 25 November last?

2) To the nearest penny (or cent, how much has Fujitsu got to sell on in its million per supercomputer for the Hromsma Water department?

3) What have Garfield and William Shakespeare got in common?

4) Which two bombs helped launch the Amiga A1000 in 1985?

5) The ancient Babylonians invented the numeric code we use in 1500BC. What did the old device in Europe?

6) True or false: Manchester University researchers have developed a computerised nose?

7) Give or take ten years, what was the supercomputer discovered?

8) What's the difference between the PC store world's biggest at £3.95 and Ford-Petrol, costing

£420?

9) Name the movies in which the following acted as Jockeys: Woody Allen, Brigitte Nielsen, Gary Haverai, Sylvester Stallone.

10) On whom was Gerry Anderson said to have modelled 'Thunderbirds' Lady Penelope?

11) How big is the hundred dollar Penny Eye, 100x100 just screen?

12) Which software houses are monopolising on those

lovely ladies: SPONGY 386, MRS NICE TAGS, LAX 1000?

13) Who or what played the main title tune running amok in *Dark Star*?

14) How will the new Cambridge Computer 286 upgrade achieve a weight of under four pounds?

15) Name the old fan who is the talking head on the Spectrum Action Plan TV adverts.

16) When was the first computer shop opened in

the UK? 17) Name those Superheroes: Faster than a speeding bullet, The Caped Crusader, 'Dancer of the universe', 'Don't be naughty'.

18) Name the Games Machine that celebrated its 3,700th birthday this year.

19) When was Nintendo founded, and what was its first Games Machine?

Answers

1) Atari 800.
2) £3.95 in 1 year.
3) A Tyrannosaurus Rex.
4) Debbie Harry (before she became Blondie).

5) Andy Weir.
6) 1400000 (thanks to Henry the Navigator). It was only 10000 years late.
7) True. It exists.
8) 1971, by Alan Conway of Leeds.

9) 1471 24, Richard II, George, William, William, you name it.
10) Marianne Faithfull (and her Daft).
11) One inch square.
12) Progress.

13) Madeline, Brian, 1/8 a billion each (all).
14) By using an ultra high-speed compression video chip.
15) Steve Wozniak.
16) 21 July 1970.

17) Marvel, London.
18) Superhero, Batman, Fleets London, 1964.
19) 1989, Playing Cards.

OUT NOW

Complete **C**omputer **E**ntertainment **G**uide

WINTER '89

£2.30

A Newsfield
Publication

V1.4

**PLAYING GAMES?
CREATING GRAPHICS?
ANIMATING?
CREATING VIDEO EFFECTS?
MAKING MUSIC?
DATA CHATTING?
WHAT???
NOT HAVING FUN YET?**

We'll introduce you to all entertaining applications and tell you what brilliant hardware, software and talents you need to get started.

Line up all formats:

Amiga • Atari ST • PC • C64 •
Spectrum • Amstrad CPC •
MSX II • Archimedes • Acorn
BBC

CONSOLE CRAZY?

All you need to know about:
Nintendo • Sega Master
PC Engine

Don't weave me

If Indiana Jones — The Graphic Adventure didn't get you playing adventures then Lucasfilm's latest sure will. Marshal M Rosenthal beckoned across America to George Lucas's Skywalker Ranch in search of the story behind the making of Lucas...

It was the time of the Great Calldis, when the Shepherds, Glassmakers and their like consisted in complete harmony — content with what they had. Only the Werrens found the world unmanageable, unworthy of their craft. So the Weavers left it, to live in solitude on a mist-covered island. Here they transcended from just weavers of cloth into weavers of the Pattern, the fabric of reality itself. The Weavers continued for many years on their self-imposed island of exile — known on old, tattered maps as Loam.

But all was not well. Years had passed on wisdom and knowledge but not good fortune. The Elders noted that lack of contact with the outside had caused inbreeding monstrosities — with fewer children born each year. Still, so long as they could continue to maintain their mastery over the populace, they did not care. Only Lady Cygna defied tradition. What she did was masterful — and monstrous. What she did begins your adventure, as you take on the persona of young Hobbit and attempt to fulfil a destiny shrouded in mystery.

...drawing pictures and icons."

No less, no fewer! Sounds scary and sure to frighten off the novice player, but strangely enough, just the opposite is true. No other business and Brian backs up the program for a look at this unusual industry which keeps the business third of the screen. First there's a picture of Hobbit's staff. Then there's a whole sequence of the beginning, devoted to him and the staff, comments Moriarty. It's an example of what we call "special case administration", coding devoted just for this some alone... It's a clearly extraordinary but great, he smiles.

Magical Music

Below the staff is a musical staff, displaying one octave of notes — this is used to learn magic. There's more it works, says Moriarty. "You pick what you want your magic to affect, then perform a sequence of four musical notes which can be done by touching either the wood on staff or the notes themselves. As you can see, the staff will twinkle and glow where magic happens, a very nice effect. This involves you in the game — working magic becomes part of the learning process as correct sequences of notes must be written down in your spell book for future use.

The always been bothered by graphic games in general because the interface stopped what was happening. You always had to leave the game to use the control panel, it interfered with the flow and kept you from identifying with the character you represented.

"What I've done here," continues Moriarty, "is create an interface that is part of the action — it continues the process of acting out the fantasy. You have to learn and perform magic to make things happen. This helps you identify with Hobbit. Remember that there are no instructions as to what to do. You have to participate in this, — especially as

It's only in the Californian day as I drive down a dusty trail and past the picket fences bordering on both sides. Elders might be content with just doing a game review of Lucas, but TGM prefers to go right to the source: Lucasfilm game designer Brian Moriarty. A tall lanky of the house back to a torch not supported for the public. Moriarty waits by a white Victorian house, his hair blowing wildly in the whistling wind. In true Star Trek Holmes style I look up (Professor) Moriarty's history. I discover he was previously at Infocom, where he created Widelands and many others, before moving to the sleek operations of Lucasfilm. But why leave the domestic-only garbs to come to this deserted woodland?

"It's not just to satisfy the desire of gamers for visual images, he reveals as we take in the view, but if you could take a look around Skywalker Ranch, you'd know what I mean about wanting to be

him." Moriarty is referring to the 1980s acres around to which in home base for a number of George Lucas companies — the gaming division being one of them. Designed to mimic a sturdy homestead, games are created in what appears from the outside to be the heretofore studios.

But what about the environment of Lucas? How does it compare to some previous adventures? Indiana Jones? "Loam doesn't have quite as many rooms as Indy does (there's 644)," he says, "partly because the graphic quality of the art is so powerful — very expensive in terms of disk space."

Moriarty continues as we stroll towards his office. Comparisons with our Indiana Jones game keep cropping up. There are similarities, but my program also uses capabilities built into the interface which Indy doesn't exploit. The biggest departure is that there are no menus with text and icons — everything is

this way



you have to write down information in your spell book to avoid getting hopelessly lost.

Loam has three difficulty levels to master. The simplest level adds a lot of hand-holding, the middle level records the sequence of notes just performed, it's a visual aid in remembering what you have just done (this sequence can also be repeated by touching the box). The second level eliminates this box. Playing and winning at the third and highest level doesn't come easy, he challenges. There are no letters or musical notes at all. Everything must be accomplished by memory and feeling for musical tones.

Morality points out that a victory on each level brings a special reward. The prize at the end for successful completion at the highest level is spectacular, critics find.

Cinematic Effects

Continuing the exploration of the physical world of Loam, it's exciting to see numerous cinematic effects, similar to Indy. The game takes control away from the player when characters speak with one another. Also similar is the high level of animation of the characters. And just as Indy posed many ques-

tions for Morality (like should Indy always fight always on one side?), Brian wonders about it implementing a stage where the player can take control of another character besides Bobbin should occur. There are many characters, both male and female, but Bobbin can't cause any violence as it is, after all, not a slink and back game. But that doesn't mean bad things can't happen, Morality cautions. There's strange things going on — which can be much more terrifying than the ordinary violence of man with weapons.

Morality also admits that there are secret 'Easter eggs' lying about. All he will say is that magic may cause some interesting things, just for the player's amusement. "Sounds a bit like a theme back in my Infocom days, doesn't it?" chuckles this down-thru-eyes optician of an all-American guy.

There is much about Loam that can boast of being spectacular. The music was scored especially for the game, with a Dolby cassette included in the package (there's also a CD version). The cassette creates the atmosphere and sets up the storyline. As Morality notes, "This not only saves disk space for playing the fantasy, but sets the mood in a way that uses the player's imagination. The radio-aid set up here, either — the tape uses positional action and is a class act all the way through."

Creating the fantasy

In all the glitter and fireworks of the technical, it's important to understand WHY Morality chose to create the kind of world he did. Fantasy is easier to become a part of, he points out. "Science fiction requires hard facts which can get too involved, it has too many inter-



nal restrictions. Fantasy, on the other hand, allows for greater freedom. This is something created on a computer, which by its nature restricts what you can physically do anyway.

An example of this is where a character picks something up. Normally in games, that just means it disappears and is in his inventory. Loam doesn't let you pick anything up. Everything is done with magic. So the few examples of moving an object with a character (acquiring the stuff is already mentioned) are done in extremely fine detail and realism which can't possibly be used throughout a game with computer systems as they are now.

Morality sums it up with a few words of advice. First, know that a hard drive is very very helpful. Loam runs nicely from floppy (we've done some extensive memory compressing techniques), but there's no beating high RAMs — the IBM version alone requires six disks, and I could have used another three or four to add even more. Another thing is that Loam is designed to encourage new gamers. Those people intimidated by graphic adventure games. Experienced players might find the interface trivial, but the newcomer will embrace it as a friend. There's even the makings for a sequel built into the end.

With so many people getting into adventures, it's good to see the likes of Infocom introducing their range of graphic adventures and Lucasfilm pushing their already advanced graphic adventures even further. With 32-bit technology on the horizon, it can only bring the threshold of total user interaction one step closer.

Loam will be released on the PC in January followed by Amiga and Atari ST in March.



SOFTWARE

The top three games for your format at knock down prices!

'STICKS



COMPETITION PRO

OFFER 112.00
COMBINATION 112.00

RESEARCH

COMPETITION PRICES

OFFERINGS

COMPETITION AND PLANTING

COMPETITION PAGE 10

STU 1000000

STILL AVAILABLE
NONX SPEEDING: The
physics that actually fits your
hand. Solid steel breakfast
steel. Heat clicking sound.
OFFER \$19.99
POWERPLAY ALL

BLACK CRUISE with
deal books for **Speakers**
and **Panelists** **Free** **Free** **Free** **Free**
FREE **on** **us**

POWERPLAY MULTI-COLOURED CRAYONS
For lovers of girly coloured pencils, Powerplay has

STAR BUT POWERPLAY
CRUISER CLEAR AIR.
OPEN Simply by holding
down either of the fire but-
tons engages Autolite.

POWERPLAY CRYSTAL STANDARD Clear joystick with red fire buttons and pistol grip handle.
OPEN: \$14.99

BACK ISSUES

[illegible]

TU-0017 June 98 *Mac Connect*
Investigates Big Brothers and how the
networks can. 1,000 copies and the 27
copies. 1,000 copies. 1,000 copies.

TU-0018 July 98 *Mac Connect*
Investigates the network. 1,000 copies
and the 27 copies. 1,000 copies.

TU-0019 August 98 *Mac Connect*
Investigates the network. 1,000 copies
and the 27 copies. 1,000 copies.

TU-0020 September 98 *Mac Connect*
Investigates the network. 1,000 copies
and the 27 copies. 1,000 copies.

TU-0021 October 98 *Mac Connect*
Investigates the network. 1,000 copies
and the 27 copies. 1,000 copies.

[illegible]

SAVE \$\$\$ WITH INFOGRAMES!

SIN CITY

Amiga NOW ONLY £18.99 (RRP £29.99)
 COM AND SAVE £7.00 NOW
 Call 01223 326000 or visit us online

NEWKHEV

800-441-1111
 800-441-1111
 800-441-1111
 800-441-1111

76-648 SLAVE CP 2007
 America, SE, PC, HOME COUN
 £12.00 (GBP) £10.00
 8-207 SLAVE up to £12.000
 SPED, G4, CPC (case)
 02 8822 55 22

PURPLE SATURDAY DAY

1-800-441-4411
 1-800-441-4411
 America, 24/7. 1-800-441-4411
 1-800-441-4411
 1-800-441-4411
 1-800-441-4411
 1-800-441-4411

576 6812

FEATURING BOBO
18-24 JUST 17.99!
 America, ST, PC, Mac OS
 £12.99 RRP £19.99
 4-for 34.99 up to 28.000
 SPONGE, GMA, GPC class
 18.99 28.00 28.00

877. JENNIFER, P.O. BOX 1100
 01000-0100



How to order

Apart from our highly recommended games list, you can order any game released by the major software houses 12-18% off cassette, disk or cartridge.

Not all listed or advertised products will have been released at press time. Goods will be despatched as soon as possible. Customers will be informed of any late status.

© 2000 Blackwell Science Ltd *Journal of Internal Medicine* 247: 399–405



Now when you take out a subscription to **THE GAMES MACHINE** we'll give you **TWO ISSUES completely FREE!**

Yes! The price for a 12 issue sub has come down to £15 (UK only) - that's a saving of £3.00 if you were buying it every month at the newsagents!

This is the one you can't afford to miss

And remember: You'll get:
 12 brilliant boxes of **THE GAMES
 MACHINE** delivered straight to your door!

- Save yourself £3.00 over shop prices
- The chance to participate in future special subscription offers!!

Yes, I would like to subscribe to THE GAMES MACHINE!
I want to subscribe to 12 issues of TGM.
If I've already got a TGM subscription,
and it's running out soon, I extend it for
a further twelve issues.

Please Use The accompanying form

- ☐ I enclose £75.00 for a new TGM subscription mainland UK
- ☐ I enclose £22.00 for a new TGM subscription outside mainland UK — surface mail
- ☐ I enclose £35.00 for a new TGM subscription outside Europe — Air mail
- ☐ I am a new subscriber
- ☐ I am a past/old subscriber

My subscription number is

Please extend my subscription starting with
issue no. 100.

© 2006 The Authors
Journal compilation © 2006 Blackwell Publishing Ltd

[illegible][illegible]

MY COMPUTER IS

[illegible]

0

TEW PAUL BOWMAN

Duck: 100000, 17.45, 1000000, 17.45

DATA=DATA; change add 20.00 to above values. RENAME

QUANTITY DISCOUNT:

Order 4 issues and pay for 3 Please supply the following:

BLACK NUMBERS (Circle required items)

002	003	004	005	006	007	008	009	010
011	012	013	014	015	016	017	018	019
020	021	022	023	024	025	026		

BACK NUMBER ORDER TOTAL

ORDER TOTAL

100

1998

Abstract

Please make cheques/postal orders payable to **TOM**. It is best to avoid sending cash payments. Please **DO NOT** enclose **ANY** order with mail to the **EDITORIAL** side of the magazine as this will result in **DELAYS!** Send your orders to the address below.

☐ I enclose a check/m.o. for \$_____☐ I wish to pay by VISA/ACCESS.

October 2009

Please debit my VISA account

ACCOUNT BY: E 0000

My account No. is _____

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ ☐

Early Data

Signatures:

SEND THIS FORM TO:
TIM SHARPING, PO BOX 28, LUDLOW, SHROPSHIRE SY10 1DE

The ADVENTURE STRATEGY ROLEPLAY Column

ST (also PC, Amiga)
E34.99

THE HOUND OF SHADOW

Electronic Arts

You know, one day, Electronic software may be hailed as the saviours of the text adventure. With *The Hound of Shadow*, they have developed the isometric adventure to such a high level you have to explore that it heralds the new generation of adventure games.

This *Celtic* horror story follows the classic Lancelot storyline of murder, revenge, oaths, demons and things which drive you mad when you take one look at them. Things which lurk on the edge of 'reality' waiting to enter, waiting to destroy.

Electronic describe the game as an RPG though, which is technically correct as you must choose a large variety of attributes (the most comprehensive and well-implemented attribute system I've ever seen). What is your sex and profession? Your (physical, social and investigative) skills? Your academic, logical, creative and spiritual skills? Have you had military service? After submitting the attributes you are given a thumbnail sketch of yourself. A most preferable system, say Electronic, than just displaying rows of figures as most RPGs do. This is fine by me. In fact rating the sleek RPG features may actually attract a wider audience to *The Hound of Shadow*.

The challenge of the game is described by Electronic as solving problems as opposed to puzzles. Mainly because the game is heavily weighted towards character interaction, not object manipulation. This is where *Hound's* one and only fault lies. The parser is not the best I've ever seen, which is why it does not qualify for a Golden Scroll award. However, Electronic are aware of this problem and will endeavour to correct it for later games.

later games.

Bound runs under the Timeline system which will provide the link between it and any sequels. Electronic may produce. Using Timeline your character will be transferred to new scenarios. Any notable deed you may have done in *Hound* will follow you into the new scenarios. People may recognise you as your reputation may have preceded you. The interesting factor with Timeline, though, is its longevity. It's desirable because some of the scenarios are sequential. It is possible to play the sequel first, go into the first scenario and then play *Hound*, for example.

Electronic have an excellent system on their hands. Their choice of the *Celtic* Mythos was very wise — a nice change from the usual fantasy scenario. I have no hesitation in recommending *The Hound of Shadow* to anyone. It offers atmosphere and looks of pure, unadorned quality.

RPG

89%

PC, Amiga, ST E34.99

DRAGONS OF FLAME

SSI/US Gold

Following on from *Heroes of the Lance*, SSI have produced *Dragons of Flame* which improves over *Heroes* in that you can accommodate ten characters instead of *Heroes*' eight. This means that any friendly types you may meet on your travels can join your band! I will protest your band was one useful observation missed by a friendly stranger. In addition, useful objects can be found during the journey which will help your quest.

The plot involves rescuing Luanata, finding the sacred Wyrmslayer (there is a strategic map to gauge your progress) and rescuing the slaves held within the Thralks — while dodging a variety of monsters (I don't remember giant wasps in the book, though).

There are two principle viewpoints in *Dragons*. The first is the overhead view where a single character represents your party. This gives you the opportunity to see foes approaching from a distance. The

second view is the extreme tactical view which you use for close combat and detailed movement. It is the combat area that I played to. The game appears to have your group travelling in single file, which is fine in a narrow corridor but it is a nuisance! Consequently, when you are attacked, only the front character can bring arms to bear. Okay, *Rescue* can cut a few spots from the back but that's no use when you are facing four or five *Discolours* at once. There should have been a method where you could position your team to the best effect. This means that one strong enemy can pick off the team one at a time. A bit silly this as you have from eight to ten characters in your team at the time!

Graphics are good in all versions while sound is fair on Amiga/ST. *Dragons of Flame* is not a bad game, however you already have the odds stacked against you. The strict team formation is an unnecessary additional handicap which is a major flaw in the gameplay.

RPG

63%



On top of the world

Hope you enjoyed yourself over Christmas? I certainly did. I'm still pumped after my festive feast on the calendar. Award pegions, limited pegion, pegion is a caste followed by pegion and custard. I'm looking forward to a new year packed with innovation, innovation and a new year.

Out with the old and in with the new. Hope you like the new look this month, however, the changes are not just superficial. In an effort to start in even more reviews, and as a result more and larger screenshots I have decided to shorten the listings to an overall score, which will free a bit of space. The other facets of the game will be covered within the body of the review.

Right onto the good stuff. APC, via Pegasus development house, have announced the imminent release of Prince. And before he died, the king pronounced that his followers should fight it out amongst themselves to see who should rise as leader of the kingdom. Offering four levels of magnification, so that commands can be given close to company level, Prince promises a perfect mixture of real-time and strategy elements. Other features include multiple infantry and cavalry classifications, foreign outposts and scouts. In addition, APC's very own timeline has been converted to the Amiga and PC.

Taking all conversions, SSG have converted The American Civil War timeline to the PC. Amongst the handy additions is a novice level, a status bar which tells you if

announced the following sports strategy games on their Gull label: Soccer Manager (Spectrum, Amstrad, C64), Wrestling (Spectrum, Spectrum, Amstrad), International Manager (Spectrum, Amstrad), Two-Player Super League (Spectrum, Amstrad, C64) and Soccer (Spectrum).

Anyone who has had trouble getting in touch with that excellent adventure monthly magazine, Adventure Probe, should be aware that the editor, Mandy Rodriguez, has changed address. All correspondence should now be addressed to 67 Lloyd Street, Llanelli, Carmarthen SA11 1BN. Probe (£1.50 per issue) covers adventures on all formats in addition to a variety of hints and tips. Incidentally, Mike Baldwin's Spellbreaker (£1.50 per issue) comes as a perfect complement to Probe as it is heavily based around adventure solutions as well as hints and tips on all formats. Contact Mike at 19 Hapier Place, South Park, Gloucestershire, PL6 8NS.

I have just finished reading issue five of Chris Healey's Adventure Coder (£1.00 per issue). This rather academic magazine is ideal for all you adventure authors out there with games on the PC, Amstrad, Gull and so on. The latest issue boasts a column on the new Amstrad CPC adventure creation system called ADLAN as well as an interview with Tom Frost, whose Gordale Incident was recently reviewed in TITAN.

Over in the States, I have heard from Eagle Tree Software who have produced a

Hobonagari's Ambition seems you struggling to become Shogun as you take the part of a Chinese or part of military battle or warlord during Japan's 16th century, warring states period. George Chen, however, then you either as the man himself developing, using strategy, pillaging, seducing and generally having a whole lot of a time in one of several other roles who prevailed at the time (eg,



Richard the Lionheart). Both games look to be up to Kurosaki's very high standards.

Scots, from Spinner Software, recently sent a Bears or Lunatics game as you move your character around the screen in an effort to solve a murder case. Set in London, with over 80 locations, you use menus to question suspects whose close-up portrait appears onscreen at the same time. In a similar way to filled until Dead, the suspects register their emotions in response to your line of questioning.

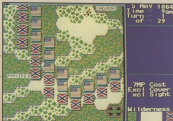
Upgraded Software have just converted Hidden Agenda from the Apple Mac to the PC. Having just assumed the role of a Central American revolutionary leader you must acquire a network, weapons, money and compromise, and deal with diplomats and journalists while trying to improve your country and lead your country to prosper.

Big news from Maxis software is the sequel to Sim City. It will either be called Sim Planet or Sim Earth — which gives you an idea of the scope it will cover. Designer Will Wright hopes to take the detail down to city level but no decision has been made whether to allow manipulation of the city as in Sim City. Cities should be generated from Sim City to Sim Planet/Earth. There's not all though, because Sim Planet/Earth will also cover evolution, historical events and simulated civilisations also hoping to present an on-line version which will be networked around the globe.

Incidentally, MicroProse are said to be working on an on-line game system to be designed by Dan Kuller of MULE and Modern Wars fame. A further MicroProse rumor concerns a fellow named Sandy Peterson. Sandy may be familiar to those of you who have played the tabletop Orlund RPGs as he was a game module designer for Chaosium. As Sandy has moved to their beloved halls are we to expect a future game from MicroProse?

Watch out for Mechanizer from Activision which features a first person perspective view of about 3-D battle arenas and RPG play. You control 30 tons of pure mechanical muscle and are the leader of the Bionic Army, a mercenary cash-out which is to be led by one of the five strongest units. Mechanizer is a tale of revenge for your dead father and the dreaded Dark Wing, creator of the Iron Sphere.

Well, that's all for this month. Have a nice decade.



you are winning or not and a full order of battle report for your army. Needless to say, the graphics are improved.

Well received last month on the Amiga, Red the Third has now been released on the PC. Support has been given to the Roland, All Life and Games (Winter) sound boards. All have been well used in their relative abilities.

Don Games have been rather busy lately. Refusing for a more £2.99 they have

unique chess game which takes the history of chess over the last thousand years. Rules, hints and tips are included for games from India, Burma, China, Europe and the Middle East. You can play solo, two-player or watch a computer vs computer game, 3-D and 3-D views, and two modes are available.

In addition to Kurosaki's well-received Renaissance of the Three Kingdoms (reviewed last month), Kurosaki have two further games available, both based on historical fact.

PC £39.95

MANHOLE

Activision

Many of you will be familiar with the general aspects of this game from when it appeared on the Apple Mac. The first desktop application of the HyperCard environment, Manhole was produced as a plot device to test and reassess new ideas, to boldly go... etc. However, this conversion takes you from the black and white Mac to the glory of 256 colours on your VGA PC and very nice 3D looks too!

For those of you who may have missed it last time around, Manhole drops you in a sort of fantasy land where just about anything can happen. It is the interface that gives the game its open-ended play. For example, on opening a door which proved empty I stepped on it. A keyboard appeared which could then be played. The PC's speaker is used mainly for digitised speech which has been implemented via Activision's Creative system. The quality, though, is surprisingly good. Speaking about music, the program includes support for Roland and AdLib sound cards. They are used sparingly but to good effect in selected areas — such as that keyboard in the street.

Activision have reaped Manhole as a 'Fantasy Exploration for Children of All Ages'. This is a nice move as there are no puzzles or gameplay provided and all that for a pleasant stroll is pushing it for 'grown-up'. It is probably suited more towards children, being an excellent tool for computer familiarisation while also being a confidence builder. As this is a rather unique product I will not give it a rating but recommend it to parents everywhere for their children's enjoyment.

PC £24.95

PRESUMED GUILTY

Cosmi/Electronic Zoo

Presumed Guilty is Cosmi's follow-up to their previous, The President is Missing (distributed via Electronic Zoo). Like the original, the sparse documentation is accompanied by a cassette which contains intelligence data, radio intercepts, wiretaps and so on. A good vehicle to enhance the atmosphere for the game.

Working as a COMNET (Computer Operated Network) agent you are involved in some preliminary investigations of the death of a GSI research computer programmer, Ray Lamonte. Murder turns into conspiracy but when you become implicated as Lamonte's murderer you realise that if you don't solve this case quickly you will never see mama's apple pie again. All your actions are controlled via the computer terminal. You access the COMNET computer, receive information on suspects, photographs and so on. You also get a chance



C64 (also Amiga, ST & PC)

KNIGHTS OF LEGEND

Origin

There can be no doubt that Origin are the kings of the RPG. Knights of Legend (KOL) not only re-affirms that fact but introduces an RPG of unparalleled depth, exceeding even Ultima V, which will be heartily welcomed by any RPG aficionado. In fact KOL is only the beginning. Once you have played through the variety of quests in this scenario (Adrianus) you will be able to purchase further scenarios which Origin are planning. There are at least five modules on the drawing board.

There is no way I will be able to cover the immense depth of this game (which comes on four disks and includes a map and a 140-page manual) in the limited space available so here are a few select points.

Creating your character, you can choose from a wide variety of races and classes (all defined once each with their own skills and advantages). Next step is to create your figure — a graphic depicting yourself. There is a three-point routine (producing patterns and textures) with which you can modify the character. The same can be done for your hero's shield. You control six characters in your party.

An excellent attribute (there are seven primary attributes) system includes quickness (reflexes), size (affects chance of armor), strength (both sense) plus three secondary attributes. There is an incredible depth in armour and weapon selections. You'd think 64 different weapons and nine classes would be enough. But no, you can even use the blacksmith to specially design a weapon to your individuality. There are nine types of armour, which can be specially fitted. Each type is divided up into sections to cover various parts of the body.

To complete that, patterns from samples found at various sites, while you are doing this you will be alerted on the network by the Falcon (the titan of the planet). Once he finds your network password it's curtains for you — so it's a race against time.

This could have been a good game if the design and production weren't so poor. To begin with, the installation routine for the hard disk doesn't work. I mentioned this to Electronic Zoo who will now include an instant note in the box. However, Electronic Zoo shouldn't have to be picking up the pieces for Cosmi. In addition, you must save the game via a convoluted method. The trouble is that the restore routine doesn't work either.



Weapons and armour (as well as the rest of your inventory) can be seen to be fitted on a full-screen representation of your character.

The game world is represented in different scales, but they are generally the Ultima-type look down view. However, when you approach a house or castle, a full screen graphic of the building appears. Talking to characters will produce a first-person local graphic. Interaction is similar to Ultima V's excellent system of using keywords to ask questions.

Again, the combat routine is of the very highest order. The best system on the market today. There are 36 combat actions you can take. You can aim for various parts of the body, use different attack forms (thrust, head-butt, hack, etc), various tactics (jump, dodge, etc). Range plays a big part and wounds come in different forms.

Magic is extremely comprehensive as you create and store your own spells. With every spell you must specify the race of the enemy, indicate what effect you want it to have, its severity, the spell's duration and the enemy's sub-class (what type of dwarf, for example).

In return for the quests (and sub-quests) you will receive a medal which will help you rise up through the 25 different ranks.

I admit to being truly staggered at the level of detail and depth achieved by Knights of Legend. No other RPG approaches it. It might sound too complicated to play but Origin provide a range of easy to use icons which replace potentially puzzling menus. Day it and has goodbye to your local life.

STRATEGY 98%

The game itself has its faults. Because it employs a real time system you tend to have quite a bit to do usually and then too many controls of pure boredom while you wait for something to happen. There there is a most-sounding game noise which is irrelevant and is impossible to turn off. There's a good game in there somewhere but faced with the bugs and poor design I think the majority of players will give up trying to find it.

ADVENTURE 51%



**PC (also Amiga, ST)
£24.99**

DON'T GO ALONE

Accolade

Don't Go Alone is a rather simple (RPG) set in an old house. You must control a party of four through ten levels of the house until you reach the head lord, whom you must dispatch. The usual set of attributes are extended by two unusual ones, fear and concentration. The former will increase after experiencing monsters for a length of time, upon which you become immobilised. The latter is an indication of how successfully you can launch 'potion'. Actually, they are rather more modern than that. You must settle up a potion, constructed by individual atomic elements, to flare your exposed potion. Now you know why you can have a charm in your party.

Combat is simple but well balanced. Either attack a creature or launch a potion. Only one person can fight at a time which is an unnecessary drawback. Graphics are pretty good throughout with one or two very nice animation effects. Similarly, PC sound is effectively enhanced by via support from games blaster and Audio soundboards. As the top of the screen is a very useful, and well presented, auto-mapping feature which shows time and location — especially for those who hate maps.

Which is at all well and good but for the fact that there is very little to do in *Don't Go Alone* except kill monsters. There are no puzzles to solve, if so events become rather tedious after a while. Saying that, though, it may be attractive to the beginner as it is well presented and easy to play.

RPG

65%

PC £24.95

MINES OF TITAN

Activision

This is like a scene from an old Agatha Christie novel, but there goes, anyway, Alan.

Snapper of the Yard paced the carpet of the tailor's dressing room. The seated guests watched silently as his, deep in thought, evolved over the problem. Of the six people in the room, only one was a fake, that was for sure. That person had forged a brilliant plan. A plan which would ultimately change their

whole appearance, even their own friends would never guess. But who was... Snapper turned suddenly and turned into one individual. "You!" he cried, "you thought you could get away with it but I have been through your little game for Microsoft, you were very clever changing the packaging, the box, the name and even altering the plot, but I put it to you that your real name is, in fact, Alan Snapper."

"Snapper around the room, etc etc. The folks, Westwood Associates have taken their old Electronic Arts, C&A game Mars

Steps, repackaged it for Intocom and renamed it Mines of Titan for the PC. But, despite the deception it is still a good RPG. You have to find a list of all things. A multi-character game with excellent Laser Squad-type combat routines, Mines of Titan is still well worth adding to the collection.

ADVENTURE 80%

PC £29.99

SWORD OF THE SAMURAI

MicroProse

In *Sword of the Samurai*, MicroProse appear to have taken the general principles found in *Proteus* and applied them to a RPG/strategy game set in feudal Japan. The basic *Proteus* text menus and graphic windows are retained and have been successfully implemented.

You begin, at the age of 15, as the new head of one of the leading samurai families in the clan. As such, you have control of villages and land (your fealty from which you receive tax) and a small army of lesser samurai. As well as defending your fealty and keeping the peasants happy your initial aim is to become the hegemonic lord (who rules the clan) and use forced or more devious methods. Once you've done that you step up into the advanced game in which you try to take the majority of the six provinces to become Shogun (who is only accountable to the Emperor himself).

Designer Lawrence Petrick has developed a gusto of great depth. It runs against a pleasing backdrop of Japanese art and music. The supported Russian and Audio cards perform the Japanese-style music well adjusting the mood of the tracks depending upon what actions you are taking. During those combat scenes you can hear grunts of effort from the combatants.

Kind of the Samurai uses a number of sub-games to achieve the variety of play in a similar way to *Proteus*. You can face (sword in hand) an opponent in a mode-



style combat scene, control your army against the top in a strategy scene as well as recruiting for missions from castles in an overhead Ultima-type RPG sequence.

As can be expected, each individual sub-game is not the best in its class but they are very creative, nevertheless. The strategy sequence, for example, uses unique mouse-driven commands involving clicking and dragging, while a variety of modifiers enhance gameplay such as morale, tactical formations, unit types, terrain effects and so on. It is the joining of all the sub-games, political intrigue and economic management that makes this game so enthralling. Add that bit of MicroProse's usual dedication to realism — the result of honest research — and you get a game that will prove totally addictive.

STRATEGY 90%



DELUXE ACTION FROM NINTENDO



How do you fancy winning a fabulous Nintendo Deluxe Set (complete with Super Mario Bros. & Wario, Duck Hunt, Lightgun and R.O.B. the robot) and a copy of Top Gun and Rush 'n' Attack? Of course you do, and it couldn't be easier with TQM. Simply send your name and address along with the prices of the three Nintendo Sets to: Nintendo Comp., TQM, PO Box 10, Ludlow, Shropshire SY8 1DS. Simple isn't it. The first correct card out of the bag on February 8 wins the complete system.

Green and ple

You could have been forgiven for thinking that *Gremlin* had left the computer entertainment field and concentrated on other, lo crative areas — you'd be very wrong. For 1990 sees a resurgence in *Gremlin* product, with new offices, different directors and better games. Mark Caswell trekked up to their brand spanning new offices in Sheffield and found an old friend under a new guise...

The creators of the *Mostly Miss* games have let a bit of a quiet period pass recently, but they are back! The first game that catches the eye is *Jet Set*, their squishy alien action is the sequel to the controversial *Federation of Free Traders*. Strangely titled *BSS Jane Seymour*, it is in fact the latter mission of *FOFT*. *BSS Jane Seymour* is named after a huge Biological Survey Ship sent out to explore the cosmos, to seek out new life and civilisations and to boldly go where no man has gone before...

Unfortunately, a defective light jump took the ship too close to the main planet. Star

which resulted in the ship being subjected to a deadly dose of radiation. Some of the crew died of radiation poisoning. Those who survived were completely mad and lost all control of the ship. This radiation explosion not only affected the *BSS Jane Seymour* but also the surrounding cosmos. Subsequently, the aliens are out for revenge and the present game isn't in much shape to defend themselves. It is into this scene that you walk. You take the role of a brave commander in the intergalactic space fleet. Your mission is to dock with the *Seymour*, assess the situation and sail accordingly.

The game is viewed through the player's eyes and it soon becomes apparent what your mission is: repair the damaged systems, capture the aliens who have swarmed your ship and restrain the mad members of the crew. Take care as you move through the ship, decide what's useful, pick up the essential and ignore the obvious red herrings. Some of the rooms in which tasks must be performed are highly claustrophobic, this is where one of your three robots comes in useful. Each is loaded up with the right equipment and more than willing to help you with your life-saving mission.

BSS Jane Seymour features 20 levels of play, 2000 of sampled sound effects, over five hundred rooms across three planets and 30 alien creatures. There's no rush to do and no little time to do it in. Sadly, no 8-bit versions are planned as yet, but 16-bit ones should be out in March.



Robored?

For many years the computer has been programmed to enter, take the player, but in *Gremlin's* *Robored* you are asked to entertain the computer. You choose to amuse after the hunky hero himself (who looks no dissimilar to *PotterCook*) in the tough robot-robot war. *Robored*, your chosen man then enters a large play area where it is up to you to keep him occupied. A computer in the status panel slowly uses it you leave your robot idle for too long.

Luckily there are loads of things to do that keep 'red' or 'not' happy. For example, feed the CD player, now find a decent CD, put the two together and the resulting racket will occupy but metallic threat for a while. Another way to keep him from reaching for the *Tom Jones* records is to amuse the odd spheres that appear. Your fire-power is initially pretty impressive but can be increased more by picking up bonus objects with about the type of missile fired. Also scattered around the floor are glimmering coins which must be obtained for completion of



Help the fly to beat the monsters in *Blues* above and *red right*. Is Jane Seymour the inspiration for the continuing saga of *FOFT* (top, middle and top right)? *Robored* is the sort of crap we wouldn't like to leave sitting around, but as you can see for it is up to the neck in trouble and right. And vintage action with that lovely *Blues* note (center).



pleasant land



Marcel is scheduled for a February release, with format yet to be decided.

Goddess of love

As we walk through the Genesis chambers, the next screen to catch the eye are those of Venus — with programmers still hard at work on it. It's a very attractive platform game in which you control an amorous fly who visits and bounces around the scenery (he's too fondled with weapons to fly around.) The game's simple premise: it's all very well preaching it but practice is a little tougher as the local deities aren't too happy with all your stomping around.

Venus (should if the programmers finish it in time) be in the shops soon, along with Super Cars (reviewed this issue) and Data.

Stick will be the most radical game to hit your computer this year (it's true they told me so). Being a member of the 'heavily' brigade, you can cruise the streets on either a skateboard



the game. The coins come in handy when visiting one of the four arcades dotted around the landscape. The arcade games are shoot-'em-ups, all of which have to be mastered within a set time limit before progression to the next word (there are four in all).

or a BMX bike. Whatever you choose, the aim is simple: to be the fastest kid in town. There are seven areas to race through, including Streets, Parks, Canal Way and China Town. Each level has its own distinctive graphics with tasks which must be completed for progression to the next level. But being such a real lad you won't be able to pass up the opportunity to pull some stunts, will you? Watch out for birds on the streets very soon.

And as we leave the building, Genesis about of news of a release racing game called



Goddess of Love. Seems like it'll be ready for March. Sounds like another winner from the guys with green fingers...



A quick history

Genesis had one of their busiest years in 1989. There was the lucrative Walt Disney license, Magic Bytes, Federation of Free Traders... This lot of front page story material could go on, but after the release of PDFT — and its disappointing reviews and subsequent poor sales — the green ministers from Birmingham made some radical changes to their operation. Company director John Barnette, too (Barnette bought out former directors Raine and Geoff Brown founders and still directors of US Games) picked up the whole operation and took it back to its roots in Sharnbrook. In 1989 they went into liquidation, planned for the future and are now ready to reveal what they have in store for us in 1990.





ARCADE ALLEY

WITH MARK CASWELL

SPECIAL CRIMINAL INVESTIGATIONS AUTO

So you thought you'd heard the last of Chase HQ — think again! Just after you take delivery of the computer version of Chase HQ, what should arrive in the driveway but Special Criminal Investigations — the sequel. Poor old Nancy's been given the boot but her similarly sexy-voiced

counterpart ain't too bad either. Gone too is the black sports car, to be replaced by a shiny new red one. However, the basic formula is the same.

Tony Gibson and Ray Brody leap into their car, tear down the freeway at suicidal speeds (the turbo charger is still in operation) and smash into the villains' vehicle when identified by the huge red pointer. The sequel has added adversaries in the form of bodyguarding bikers who defend the

big, with relief.

But what makes Special Criminal Investigations different to Chase is the Brody's ability to stick his head out of the window and take potshots at the criminals with his Colt automatic. The two buttons in the centre of the steering wheel make Ray stick his head up, but the pea shooter he uses is useless — but the obvious satisfaction value.

Add to your side is a friendly helicopter which occasionally flirts and drops a limited ammo tank which does a hell-lot lot of damage.

There aren't that many differences between this and Chase HQ but the game-play's great and to see the graphics and music. You can't ask for much more, can you?

MIDNIGHT RESISTANCE DATA EAST

You can never rely on coin-ups for original storylines. Get one or two batch two

types with designer stubble, armed to the teeth, and breaking into an enemy stronghold is like the snap out of its initial trance. You know the trap on the bottom of a Land Rover driven by a young lady. You get doesn't hang around for too long and you're soon up against the marauding forces (don't go again).

Foot soldiers appear with an assortment of weapons, ranging from a fairly feeble pistol to an intimidating machine gun nest. Other guys appear in armoured vehicles and helicopters just to add to the fun. Although you can absorb a certain amount of punishment, you will die if too many bullets bounce off your ready chest.

On destruction, enemy troops leave behind credit cards. These come in useful when entering the enemy's munition stores at the end of each level. Here a range of weapons, ammo and turbo power-ups for the already devastating weapons can be purchased (providing you have the credits, of course). Basically it's a no-frills shoot-'em-up, but graphically isn't very great shakes, but has playability to last half an hour or so.

X-MULTIPLY JREM

Before I start I must point out that this isn't *X-Files*, though it does look very similar. The game plot is apparent, just annihilate





of the alien waves with a range of large and lethal weapons.

As you blast through the many levels, be sure to pick up the glowing orbs which increase life power. A devastating array of armory is available, ranging from bombs to lasers and an impressive pair of whip-like tentacles.

The battle is a tough one, and when the end of a level is reached there remains just one more enemy alien to be conquered — so be sure to collect *Invulnity* (so you are).

Graphically, *A-Multiply* is very nice, with a wide range of bug-eyed monsters rampaging across beautifully detailed Japanese backdrops. There are plenty of space shoot-'em-up games around, and *A-Multiply* adds little more to the experience.

TOKI TAD CORPORATION

Toki is a very playable, typically outsize Japanese platform game. Our hero is an ape who has to rescue his girlfriend from



an evil enemy. However, our hero didn't start out as an ape. As a young man he was transformed into a primate while trying to rescue his girlfriend from being kidnapped. Understandably, he's out for revenge.

Luckily, you don't carry a slimy gun around to destroy the baddies; you are a very anti-social person who spits at his attackers. Various human objects are scattered around the place, including cash, helmets, heavy breath and limited invisibility. The Japanese love this game type, and although it hasn't really caught on in Britain, Toki is worth a look.

CALIBRE .50 SEGA CORP

In 1972 a fighter pilot was shot down over enemy held territory in Vietnam; several years later a team of crack commandos (no, not the A-Team) rescued him from a prisoner of war camp. On your way back, the rest of your team's whereabouts group



are wiped out, only you are left to help take your fellow American back to the good of home cooking. But the baddies are still on your back and there's no time to relax.

Grab a gun and a handful of grenades and get ready for some fast Vietnam-style multi-directional crawling action. A fast trigger finger is needed, as the bloodthirsty rabble attack from all sides. You can prevent the enemy from sneaking up behind you with a bit of the joystick knob, which quickly turns you around.

Grenades and ammo are limited, but fear not because mines yield ammo, grenades and extra weapons when blown open. The weapons include machine guns, rocket launchers and a very titty flame thrower. And you can rest assured that plenty of fully kitted tanks is needed to destroy the foot soldiers, helicopter gunships and tanks that stand between you and freedom. As violent games go, this is pure and simple unadorned mayhem. *Discontinued.*

Many thanks go to Kevin Williams at Electrocoin for the use of the machines.

Heard it all, Dunn it all

Take a trip back to 1984 when the Spectrum was the hottest computer around and the Sinclair QL was going to be 'the next big thing'. Computer music was limited to sporadic beeps or the occasional catchy tune on the C64. The problem was not so much the limitations of the sound chips but rather that games were one man productions and all too often the programmers had very little musical knowledge. Rob Hubbard was responsible for changing that with catchy title tunes for C64 games like *Mentis On The Run* and *Crazy Comets*. Software houses found that music sold games and the computer musician was born. These days games programming is no longer a solo effort. Programmers take care of the maths and make sure that everything fits together; graphic designers ensure that the game looks stunning; and computer musicians try to grab your attention with marvellous music. One of the main exponents of such music is Ocean's Jonathan Dunn. Robin Candy took a trip to Manchester to discuss computers and music...

JD: After leaving school I went to college and studied music technology. At the time I wanted to get into studio work and do something like engineering. But it's very hard to get into and before I had a chance to try I realised that I could make money writing music for computer games.

I wasn't initially attracted to computers by the music possibilities but rather the technology itself. I used to sit at home programming. I originally used to program games but I didn't have much success with them. Then I bought a few music packages and started dabbling about with

them. I then gave up on programming games and channelled what little programming knowledge I did have towards music.

Initially I started writing music for games on a freelance basis. I sort of dived in my work to various software houses. The first program I worked on was *Subterranean* (now out on the Hewson budget label, Pack-in). But before I got the chance to do anything else I was offered a full-time job at Ocean. So I dropped everything and came up to Manchester, where I've been for about two years.

RC: So how do you go about creating

SOUNDING OFF

The quality of sound chips has steadily improved with the introduction of new computers. Both the Amiga and the Archimedes feature excellent sound chips which rival the quality of many low-cost synthesizers. But CD-ROM has presented us with an alternative to computer music: the synchronised soundtrack. CD-ROM PC Engine games already feature a professional soundtrack on CD which is synchronised with the game. The advantages of this are that the composer is not limited by memory restrictions, the quality of the computer's sound chip or the number of channels, since they can use whatever musical equipment they like.

JD: I would imagine at some point that you're going to be able to produce that sort of quality from a sound chip anyway. The prices of good keyboards are steadily dropping. You now get keyboards with built-in sequencers and effects setting for prices which would have been unheard of five years ago. So I would imagine that the prices would continue to drop to a point where it would be feasible to put better sound chips with more channels in computers while keeping the price of the overall unit low.

music for games?

JD: When I'm working on an original project I usually start by planning out ideas on a four-88 keyboard. The keyboard's got its own built-in sequencer but I prefer to use this bit on the ST. I know basically what sort of music is going to suit a particular section of a game and I can play in that style. Once I've found a sound on the keyboard that I like, I can work behind that and build up a tune.

With arcade conversions, the original music is usually quite good so we like to stick with that. Whatever company that we license the game from actually sends us the music score. It gets quite difficult to convert at some points because there are times when there are maybe five or more parts to the music which you obviously can't reproduce on a three-channel sound chip. So basically you're trying to arrange the music into a form which is as close to the original as possible.

RC: Yeah, transferring original scores is all very well, but it's a bit better to complete your own music, isn't it?

JD: Well... I prefer to work on original games while I've got more freedom and can write my own music. It may be that it is easier than working on converting someone else's music, it's certainly a lot more interesting.

The main restriction when writing the music is memory, then processing time. This is a big problem on the ST where you can use samples but sometimes there just isn't the necessary processing time

THE SOUND INVESTMENT

Acorn Archimedes

16 channels (eight left and eight right). Six octave range. Two built-in speakers (not very good quality) but output is available through the monitor. Excellent sound quality, probably the best on any home computer.

Amstrad CPC

Uses the popular AY-3-8911A sound chip. It's three channel, plays across eight octaves and the sound is output through the speaker. The sound quality is reminiscent of early arcade machines.

Atari ST

As the Amstrad range, built-in MIDI ports greatly expands the ST's musical potential.

Commodore Amiga

Uses a chip called Paula. It's four-channel, plays over a nine octave range with stereo output to a TV/monitor or hi-fi. Capable of running good quality samples.

Commodore 64

Probably the best sounding eight-bit computer. Uses the 6581 SBC chip (Sound Interface Device). It produces three channels of sound and has a range of eight octaves. Output is through the TV or monitor.

Sinclair Spectrum

16K/48K/128K models use a one-channel buzzer, output via built-in speaker. By far the worst sound on a popular home computer. All other models also feature the AY-3-8911A which can be used in conjunction with the buzzer, producing sounds better than the ST.

IBM PC/compatibles

Normally one-channel buzzer, but (depending on the producer) the speed of the processor allows pseudo-three channel sound to be produced, though its poor quality. Not designed as a music machine. However, sound expansion boards are available — like the Ad-Lib board and Roland LAPC-1 (see last issue) — which put the sound up to Amiga standard and higher. Most games support such cards.

HOW IT'S DUNN

Steinberg Pro 24

Jonathan composes on a Korg M1 synthesizer using Steinberg's Pro 24 run on the Atari ST.

Pro 24 is one of the industry standard sequencers used by professionals and carries a professional price tag of £300. As its name suggests, it is 24-track sequencer. This seems very limiting when you bear in mind that over the past year a new generation of sequencers have been launched which can cope with up to 256 tracks of information. But Pro 24 bypasses this problem with a mix-down option. This merges several tracks together. The next track will play back with all the different parts used by different MIDI channels just like they were on separate tracks. So in theory you can keep bouncing tracks together all inhibitors — without any loss of sound quality.

Your music can be represented in a variety of ways, including graphic blocks, a datastream (a bit unfairly to use, since all note information is shown as numbers) and a summary form of music notation.

If you wish this you are unlikely to ever need or want another sequencer. There is a logical edit screen which can produce some very interesting functions. This allows you to carry out arithmetical operations on particular notes or MIDI events. First you define what part of a sequence is to be affected, such as all notes or notes within a particular range. You can

then carry out a number of alterations on these notes, like altering the volume, note lengths, note position etc. Basically you choose what aspect of a note you wish to alter then enter a number (such as an increase/decrease value by three, multi-plied by value by four etc). Bouncing along with this can create some very interesting music pieces, as well as a lot of rubbish. Quantising (converting all of time keynotes) plus is excellent with an option called True Quantise which recognises your playing style and quantises accordingly.

Perhaps the most annoying aspect of Pro 24 is the options — there are just so many, it can take a good deal of time to find your way around the program even when using the manual. Beginners will almost certainly find it daunting to use. The price tag of £300 puts it beyond the means of budget conscious musicians so you have to be really serious about your music.

Korg M1

Korg's new piano is new synthesizer arrives which anyone involved in music has just got to have. Yamaha's D50 reigned supreme until the Roland D50 since the launch in 1988. These days the Korg M1 is the synth to own.

The M1 is one of the new breed of synthesizers known as workstation. These expensive machines (both the M1 and the

Roland W30) workstations cost in the region of £1500 are complete setups with a built-in sequencer, generous amounts of polyphony, multi-timbral and their own digital effects processors. They are of these keyboards and you can write a song choruses with drums, basslines, melody chords, etc. in fact just about anything else you want without having to use any extra equipment.

The preset sounds on the M1 are breathtaking. It uses a combination of synthesis and sample techniques. Synthesizer sounds are used to create the ethereal sounds while samples are used where the synthesized possibilities run out. That way you can play real drums and guitars as well as 16-bit synth sounds.

One of the best aspects of the M1 is the built-in digital effects processor. This allows you to greatly alter the character of a sound by assigning an effect — reverb, delay, chorus — to it.

The M1 is an all-round great synth. The only real criticism is that you have to store sequences created with the internal sequencer on RAM card. (You could send the sequence out over MIDI to a computer-linked sequencer and store the sequence on that, the Jonathan Dunn does, but if you buy a workstation you're normally trying to have to avoid the use of a computer and keep everything in one unit.) The RAM cards allow you load a sequence very quickly and they do allow you to store a lot of information on one card but they cost in the region of £50 — an expensive way of storing your songs.



because there's a lot of other stuff going on in the game, if this is the case you have to use standard AR (the ST sound chip) sounds which aren't as effective.

I have to write specifically for each computer and that usually means having to do several different versions of the same music. The AY sound chip in the ST is a bit more restricting than the Paula chip in the Amiga but it is still possible to get some good sounds. The 128K Spectrum uses the same sound chip but we've managed to combine the output from that with the output from the standard Spectrum buzzer. We run drum samples through the buzzer over the music from the AY chip. So you've effectively got another three channels. The only problem is that the output from the buzzer is a bit louder than the AY, but it's a bit better than working with just the standard buzzer.

"Once I'm happy with my music, I get Pro 24 to print out a copy of the music notation. I then enter the music into the computer as source code on our own development system. At the moment the development system is really for 8-bit stuff but it does get used on some 16-bit games. We're in the process of trying to set up a development system between the Amiga and the ST. It takes ages to transfer data from the ST to the Amiga just to test out a few routines.

At the top of the source file you define all the note lengths in mathematical terms so that the computer can work out the different note lengths, such as crochets and quavers, relative to whatever your tempo setting is. You then type in the different sequences in ascending order. You have to specify the pitch, the octave number and when the note is to be played. There are two ways of specifying note lengths. You can specify that all the notes in a particular section are the same length or you can enter the lengths of each note individually. There's also another list where you specify the order in which to play the sequences. You get quite a complex language. That's basically the extent of my programming. Though I have written some music drivers.

The final stage is to take your samples. On the Amiga I use Audio Master 3 through the Future Sound sampler. All standard equipment. Sometimes we put the sound through a graphic equaliser to cut out the higher frequencies which we don't sample. The samples are normally

taken from the M1 so that the music sounds similar to what I originally wrote. To make the music sound bigger I sometimes sample whole chords for the backing rather than just single notes. You usually get better results using samples than spending time programming the sound chips, particularly with the Amiga — the downside is that they take up a lot of memory. On the Amiga version of Operation Thundercat we've got all the speech from the arcade machine and that takes up about 800K before being compressed."

JD: Computers have really changed the face of music over the last few years to a point where you no longer need to be a virtuoso to produce something quite complex. However, at the same time it has produced a backlash. Many a time the cry of the computer does it all for you, you haven't got any talent has been heard.

JD: I like using computers because I don't consider myself to be a good keyboard player so it helps iron out mistakes. The one problem is that a lot of music produced by people who use computers tends to be a bit sawey. But it's good from the point of view that someone without much understanding of musical theory can produce something that sounds professional. With computers there is much more emphasis on ideas rather than playing skills. It's just the professionals getting scared that's all.

New musical express

Attention ST owners! There's a new sound add-on for your pride and joy. Stop Amiga owners taking the mick and check out the facts on FM Melody Maker, the latest sound enhancement system from Hybrid Arts...

Hybrid Arts are one of the big names in music software. They're soon to launch a sound editor which will work with just about any MIDI synthesizer and promises to be one of the best available. For a company that produces industry standard software, the FM Melody Maker is a departure from the norm. Clearly aimed at the beginner or occasional dabbler in computer music, the FM Melody adds a new sound chip to your ST as well as compositional software for just £59.95.

The FM Melody Maker is a multi-purpose hardware and software combination. The hardware cartridge contains the new sound chip which uses Frequency Modulation sound synthesis — this is exactly the same method of sound generation used by the Yamaha DX range of synthesizers, but it has been simplified somewhat. The chip is nine-note polyphonic as well as nine-part multi-voice so it can produce nine different sounds at a time. This is an improvement on the ST's sound chip which is only capable of producing three different sounds at a time. While the ST's sound suffers from being sent through a TV or monitor, the cartridge sends its sound output through two phone plugs to your hi-fi.

Tweaking up the cartridge with the software effectively turns your ST into one of those all-singing, all-dancing, auto-accompaniment keyboards — the type that

Casio and Yamaha sell for £150 or so.

Making music

The main feature of the program is the composition screen. Music is input using the mouse. You click on the note value or rest of your choice and then position it on a twelve bar staff. Bar markers are added automatically. Entering a long sequence of notes can be a bit tedious but the upshot is that if you can't already read music notation this is a good way to go about familiarising yourself with it.

Just below the note selection panel are icons for chords, repeats, key and time signatures. The software supports 13 different chord types. Once one has been selected you just click on the position on the staff where you wish the chord to be played, simple.

As the music you enter on the staff forms the main melody of your composition, when you play it back, the computer automatically generates accompanying tracks, such as chords, bassline and counter melodies based on your music. The only real control you have over the accompaniment is to alter the style. There are 16 styles available, including waltz, latin, swing and disco. The style setting will also effect the way that your own melody line is played.

Of course all your music would rapidly start to sound the same if you couldn't alter

the instruments used. A quick trip to the instrument assignment menu allows you to alter there are 70 instruments available as well as each of the accompanying parts there are 15 instruments available. The sounds are mostly of the acoustic sort, there are a variety of string sounds, horns, electric basses, voices, and also some more electronic sounding synths. For such a low cost unit some of the sounds are quite good but generally they suffer from being a bit limp.

The options menu provides access to the other sections of FM Melody Maker. These are a drum grid editor, a MIDI recorder and an FM expander.

Phil Collins watch out!

The drum grid editor allows you to construct your own drum patterns using the built-in drum sounds. There are five included — snare, bass, tom, hi hat and cymbal — but they are all a bit pathetic. However, six other sounds can be played over MIDI.

You compose your drum sequence using a drum grid. This is a grid which is divided into squares, each of which represents a particular time point in a bar. As you have to do this is to point in where you want the drum sounds to be played. This is a great method of writing drum patterns especially if you're new to music and don't get understand music notation. You can define up to 30 different bars of drum patterns which can then be arranged in any order you want.

The MIDI recorder is a very basic one channel MIDI sequencer. It's okay for quickly jotting down short music ideas but it doesn't really have many practical uses. It would have been better if you could record your MIDI sequence and include it into the composition. And that really is the biggest problem with the FM Melody Maker. It includes various modules for composing, sequencing and writing drum patterns but there is no way of linking all your work together. If you select the drum grid editor then your ST is turned into a drum machine and you can't play along your melody line at the same time. While if you're on the composition screen you can't include your own drum patterns with-in the accompaniment.

Multi-timbral ST

The final option is the FM expander. Basically this turns your ST into a nine part multi-voice nine-note polyphonic synthesizer. Each channel responds to a different MIDI channel. To make use of the FM expander you need at least one MIDI keyboard but to get the most from it you need an external sequencer. Since





you probably want to use your AT to sequence, it means you're either going to have to invest in another computer, a MIDI keyboard with a built-in sequencer or a dedicated sequencer — a rather expen-

sive solution to getting the most from a low cost add-on.

The FM Melody Maker tries to be all things musical without actually excelling in any of them. Its real strength lies in its

ease of use. If you're new to computers and music, it's a great way of introducing yourself to the concepts used by more professional programs without actually taking the risk of spending hundreds of pounds on a hobby which you may not enjoy.

It's hard to tell whether the auto-arrangement options are a plus or a minus. On one hand you want to have more control over what results the computer generates but on the other it's nice to only have to write a melody line and then playback something which sounds complete.

This would really have been a powerful unit had all the separate modules been integrated so that you could use your drum machine with your melody lines and input your melody lines from a MIDI keyboard. It would have also been nice had the software allowed you to sequence the new FM channels from within the program rather than an external source. However, these are all problems with the software. Maybe Hybrid Arts will update the program but will use the same sound cartridge, allowing them to keep the price low. That would be a truly impressive package.

HYBRID ARTS: 24/26 Avenue News, Muswell Hill, London N10 3NP. Tel: (01) 883 1328.



KNIGHT FORCE



TITUS™

UNIT 4 ELKINGTON LONDON NORTH TRADE CENTRE BARNESON (ESEX) 0181 4 011 4011 (PHONE) : (0181) 441 1011

© 1994 TITUS. ALL RIGHTS RESERVED. TITUS AND THE TITUS LOGO ARE REGISTERED TRADEMARKS OF TITUS.

TAKE THE LAW IN YOUR OWN

THE FASTEST, MOST THRILLING 3D DRIVING GAME YET!

VOTED
ARCADE GAME
OF THE
YEAR

Take the wheel of your turbo-charged Porsche as you and your partner go in pursuit of dangerous, cold criminals all driving an evil array of souped-up racers.

TAITO

TURBO BOOST!

Need to catch up on a hurry? Just push one piece of your turbo button and leave your rivals in the dust of your headlights. **BARRELLING THROUGH THE CITY STREETS**, along the rooftops of skyscrapers and through busy traffic — if you can hold the line! The law like you run fast, they can't move.

WITH THE MATCHLESS VIGILANTES!



ALL AVAILABLE FOR ATARI ST • AMIGA



Ocean Software Limited • 6 Colindale Avenue, London NW9 1QB
Telephone: 061 832 6633 • Telex: 9504 0000

W INTO YOUR HANDS

SIX INSPIRED

action sequences put you in control of Mike Ness's elite squad of commandos.

ALLEYWAY SHOOTOUTS, THE BORDER RAID,

The Railway Station confrontation and Warehouse level culminating in the thrilling development of a

ROOFTOP DUEL

as you re-live the knife edge

existence of Ness in his struggle

against the corruption of Capital

THE FIVE CROWNED - LIVE AS NISSAN AN LEADER

an absolute master of a game... an

action and adventure in your own

words in the name of a

the commander of a team

of the command of a team... an

action and adventure in your own

words in the name of a

the commander of a team

**BLOCKBUSTER FOLLOW-UP TO
LAST CHRISTMAS'S No. 1 SELL...
OPERATION WOLF...**

**NOW WITH TWICE THE ACTION,
TWICE THE FUN, TWICE THE CHALLENGE
BOY ADAM IS BACK!**

The Blockbuster report came down a D with flying flags for Operation - Adam
pursues him in control of flight and has turned the aircraft towards
Africa... the plane lands in hostile territory and the terrorists begin
their demands.

USE THE LASERSIGHT

in the battlefield and, but watch out for

AIR-TO-GROUND MISSILES

Operation Thunderbolt the successful Taito coin-op conversion
brought NOW to your home computer.



SS
ES
FROM...



6 Canal Street - Manchester - M2 5NS
Tel: 0161 677 0085 G - Fax: 0161 834 0650

AMSTRAD · COMMODORE · SPECTRUM

A REALLY WICKED MIX...

NEO MIX

THE
4
GAME
PACK



**THAT
WILL PIN YOUR
BACK TO THE WALL!**

ocean

